Heaven & Earth

Game Play Handbook

For Macintosh

Introduction to Heaven & Earth
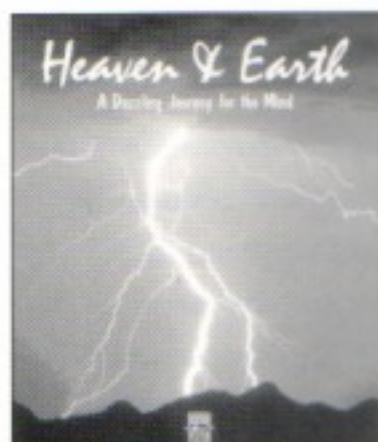
Among many Tibetan Buddhist teachers, there has long been a tradition that regards the kingdom of Shambhala not as an external place, but as the ground or root of wakefulness and sanity that exists as potential within every human being.

Chögyam Trungpa, founder of the Naropa Institute and author of **Shambhala: The Sacred Path of the Warrior.**

The Legend of Shambhala

Tales of a fabulous ancient kingdom have long echoed in the temples of Tibet and other Asian countries. Countless generations have heard the legend of a prosperous, golden land called Shambhala – a remarkable place bathed in peace, harmony, and communal good will. The legend speaks of wise, compassionate rulers governing a populace of highly developed people. From the tapestried halls of its royal palace to the tiniest hamlets at its furthest borders, Shambhala is said to have been a model society.

How did such a land come to exist? The stories tell us that Buddha himself handed down advanced tantric teachings to the first ruler of Shambhala, Dawa Sangpo. The benevolent king openly shared these teachings with his people. Soon, all of Shambhala began to study, meditate and follow what the tantra call "the path of the spiritual warrior."
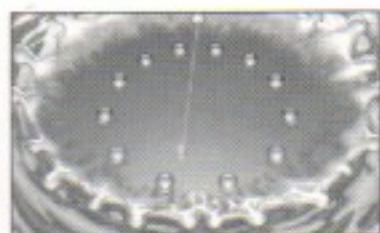
Many Tibetans believe that the kingdom of Shambhala still exists, hidden deep in the pure, uncharted valleys of the Himalayas. Other legends suggest that the enlightened society literally transcended into a more celestial realm many centuries ago. Indeed, true believers insist that the Rigden kings of Shambhala continue to watch over human affairs, and will one day return to show mankind the path.

Heaven & Earth – The Computer Experience

Heaven & Earth is a computer experience inspired by the Shambhala legend. As you use the program, you are invited to open your mind, to approach the product as a strategic challenge, as a relaxation tool, or as a vehicle of pure entertainment – whatever your current frame of mind wants it to be. Heaven & Earth does not have a specific path that needs to be followed, nor does it define what is success.

Entertainment software falls into one of three categories: toys, puzzles or games. Toys are played in a freeform manner; there is no scoring or time limit. Puzzles provide visual challenges, requiring the components to be manipulated in a specific way in order to be solved. Games have a specific goal, but players may successfully complete the game and have different scores or results based on their particular strategic approach.

Heaven & Earth transcends the three categories, bringing all three together with an animated toy called the Pendulum, an original strategy game called the Card Game and a set of optical puzzles called the Illusions. You have the option to focus on one, to become an expert in two, or to master all three. Heaven & Earth is also designed to be played holistically, with all three components merged into one entertainment experience in a spiritual journey called the Pilgrimage.

The Pendulum

The Card Game

The Illusions

Table of Contents

Equipment Requirements

Hardware

Monitor, mouse, keyboard, hard disk, floppy disk drive and one of the following CPUs: Macintosh Plus, Classic, Classic II, SE, SE/30, LC, LCII, II, IIci, IIcx, IIsi, IIfx, Quadra 700 or Powerbook 170.

Heaven & Earth was tested on the above machines, but most likely will work on other machines like the IIx, Powerbook models 100, 140 and 145, and Quadra models 900 and 950.

Optional Equipment

Accelerator Boards

Adding an accelerator board to low-end machines will improve the play of the program considerably. If your system hardware has an accelerator board, you may need to use a supplemental sound driver utility to access the sound effects in the program. (Most accelerator card manufacturers can supply you with sound driver utilities to correct sound problems that may be caused by the accelerator card.)

Radius Monitors

If you are installing Heaven & Earth on a system that uses a Radius monitor, or installing a program format that is smaller than your monitor (i.e. installing a 12" version on a 13" monitor), be careful not to move the program window around on the monitor as this may cause the program to function incorrectly when the cursor is used on the program screens.

System Requirements

Systems 6.0.5– 7.0.1 Note: The "Hide in Background" command found under Preferences in the File Menu works with System 6.0.5 or 6.0.7 and Multi-Finder, but not with System 6.0.5 or 6.0.7 and Finder.

Memory Requirements

The program format determines the amount of free RAM and Hard Disk space required:

Format	Free Hard Disk Space Required	Required Free RAM
Black & White	2370K	1000K
12" Color	4872K	2000K
13" Color	6348K	2350K

Note: Increasing the application size by an additional 500K to 1000K of RAM will result in improved performance of the program. To increase the application size, select the application when it is not active and then choose Get Info from the File Menu. Change the application size when the window appears.

Heaven & Earth Diskettes

The Heaven & Earth program comes on 6 double sided/double density disks. If you do not have 6 disks, please refer to Appendix B: Buena Vista Software Customer Service, at the back of this handbook.

Installing Heaven & Earth

Heaven & Earth comes with an install program that guides you through the installation process. The program is on the floppy disks in a compressed form and must be decompressed by installation on a hard drive. The program is not playable from the floppy disks. There are three program formats available: 13" color, 12" color and Black & White.

1. Insert Heaven & Earth Disk #1 into your floppy drive. When the disk icon appears, a window will open displaying three installation icons – one for each

Quick Install

If you don't want to read the detailed installation steps:

1. Insert Disk #1.

2. Double-click on the appropriate installer.

3. Follow the on-screen instructions until the installation is complete.

of the three available formats. Double-click on the installer appropriate to your computer. (There is also a file called "H&E/part #6" which is an installation control file. *Do not open or tamper with this file because it could alter the installation instructions and interfere with the installation process.*)

2. When the Installation window appears, it will display the format type you have chosen, the name of the volume (hard drive) that contains your system folder, the hard drive space necessary for the chosen format and the amount of space currently available on your hard drive. You can cancel the installation process by clicking on the Quit option.

3. You can change the destination location by selecting the "Change Volume/Folder" option. Clicking on this button will bring up another window displaying the folders available in the current volume. To change the destination folder, click on the name of the desired folder in the selector window. To change the destination volume, select the "Drive" button to display the name of other hard drives in your system. (If no other hard drives are available, the name of the disk currently in your floppy drive will be displayed.) When you are satisfied with the destination for the installation of the Heaven & Earth folder, click on "OK." This will return you to the Installation window.

4. Click on the "Install" button. The installation program will now periodically prompt you to insert the necessary disks to complete the installation of your chosen format. A status window will display the progress of the installation. You can abort the instal-

lation at any time by selecting "Quit." When all of the necessary data for the chosen format has been decompressed and installed on your hard drive, an Installation Complete message will appear.

There will now be a folder called "Heaven & Earth" in your destination volume and folder. In this folder will be the "Heaven & Earth" application icon and an "H&E Resources" folder containing the decompressed data for the chosen format. This data is necessary for the program to function correctly and must be kept in the"H&E Resources" folder with the "Heaven & Earth" application.

5. If you chose to abort the installation at any time during the process, there will be a Heaven & Earth folder on your destination volume containing the data installed prior to your cancellation of the process. This folder should be discarded (dragged to the Trash icon) since the files may not have been completely copied onto the hard drive.

Troubleshooting

If you encounter problems during installation, refer to Appendix A: Troubleshooting Guide, at the back of this handbook.

Changing the Format

You can change the format of the "Heaven & Earth" installation by repeating the installation process (steps 1 through 5 above) and selecting a different installer format. However, since the data for the three formats is different, you must discard the entire Heaven & Earth folder prior to starting the new installation.

Starting Heaven & Earth

1. To start the program, double-click on the Heaven & Earth icon or select the Heaven & Earth icon and choose Open from the File Menu.

2. You may be asked to enter a word that can be found in this manual. The first capitalized word(s) in the question indicates where in the manual you can find the answer. Use the Table of Contents at the beginning of this manual to determine the section where the answer is located. Then go through that section to find the answer. Type in the answer and press the Return key (it doesn't matter if you use upper or lower case text). If you answer the question correctly, you enter the game.

Here's an example of how to locate a word:

CARD GAME/CELESTIAL PHENOMENA: What atmospheric phenomenon has a multiplier of 4?

To answer this question, go to the Table of Contents and look up "The Card Game-Celestial Phenomena" section. Turn to that page and go through the section to find the answer. In this example, the answer is RAINBOW listed on Page 39.

3. After the title screen appears, a "Welcome player" window will appear with the most recent player's name indicated and the following options: Players and Continue. (The first time you open the program you will be welcomed as "Traveler.")

Players

Selecting Players will open a Player's Option window listing the current player and the following

options:

New

Selecting New opens a window with the word "Player" highlighted. Enter a new name and choose Save to change to a new player. (The program only displays names of 20 characters or less.) Select Continue to go to the Gateway screen.

Open

Selecting Open brings up a list of the saved games (if there are any). Double-click on a saved game or select a saved game and choose Open to change the current player. After you open a saved game, you're returned to the Welcome window. Select Continue to go to the Gateway screen.

Cancel

Selecting Cancel returns you to the Welcome window.

The Gateway

The Gateway is your entry into Heaven & Earth. It contains portals that take you to the different parts of the program. To pass through the Gateway to the Pendulum, Card Game or Illusions, move the cursor onto its Gateway icon and click the mouse button. To embark on a Pilgrimage, select the palace nestled in the mountains near the top of the screen.

The Gateway

Pilgrimage

Pendulum
Card Game
Illusions
Exit Game

How to Play Heaven & Earth

Heaven & Earth is composed of four parts: the Card Game, the Pendulum, the Illusions, and the Pilgrimage. You can play any of these parts in any order. You are not required to finish one part to be able to go on to another.

- The Pendulum is a toy. You control the swing of a pendulum to "capture" positive vortices.

- The Card Game is an original card game. Reminiscent of gin rummy or mah-jongg, your goal is to create tricks and get the highest score you can.

- The Illusions are a collection of optical brainteasers.

- The Pilgrimage is a combination of all three. It also contains inspirational messages for your enjoyment.

Controlling the Game

Using the Mouse

You use the mouse to play Heaven & Earth although in some of the Illusions the keyboard is also available. For information on keyboard controls, refer

to the Help section within the individual Illusions or the Illusions section of this manual.

You can activate options through the simple point-and-click method. Just use the mouse to position the cursor over the option you want, and then click the mouse button to select that option. You can manipulate objects through the click-and-drag method. Position your mouse cursor over the object, and then press and hold down the mouse button. Then "drag" the object to its new position and drop it by releasing the mouse button.

Keyboard Command Keys (   )

Heaven & Earth contains command keys that let you quickly execute a command. These command keys are indicated in the pull-down menus of each part of the program.

The Menu Bar appears when you click the mouse button at the top of the screen. When you select a menu option, a full menu appears beneath it. Ghosted options (options which are grayed) are currently unavailable. Some Menu options have submenus indicated by an arrow (▶) to the right of that option. Drag the cursor over the arrow while holding down the mouse button to reveal the submenu. When the desired option is highlighted, release the mouse button to select it.

The Gateway Menu

To access the Gateway menu bar, move the cursor to the top of the screen and hold down the mouse button. The following menus appear: , File and Edit.

(Apple Menu)

Selecting the Apple Menu gives you the follow-

ing options:

About Heaven & Earth

Displays credit information about Heaven & Earth.

(Desk Accessories)

Any desk accessories you have loaded should be accessible within the program.

File

Selecting the File Menu gives you the following options. Activated options (options that are turned on) have a checkmark (✓) next to them.

Gateway ⌘ G

Takes you to the Gateway screen Selecting this while the Gateway screen is displayed will have no effect.

Players

Opens a window displaying the name of the current player and options to name a new player or open a saved game.

Preferences

Opens a window with options to hide the game and turn off cycling when a desk accessory is chosen from the Apple menu. (Black and white formats only offer the option to hide the game.) Options in the Preferences window that are turned on have an "x" in the box.

Quit ⌘ Q

Quits the program and returns you to the desktop.
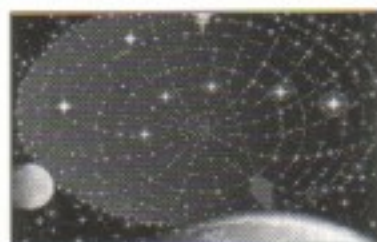
Edit

There are no Edit options available on the Gateway screen so all options will be ghosted.

The Pendulum

Synchronizing mind and body is not a concept or a random technique someone thought up for self-improvement. Rather, it is a basic principle of how to be a human being and how to use your sense perceptions.

From *Shambhala: The Sacred Path of the Warrior*

The Pendulum is an animated toy that simulates an actual pendulum. A pointed weight is suspended at the end of a "string" over a concave, bowl-shaped playing field. This playing field is strewn with one or more gravity wells – each called an energy vortex – which exert a gravitational pull on the pendulum as it swings over or near them. Your goal in the Pendulum is to control the pendulum's swing to capture positive vortices.

Each new configuration of vortices on the playing field is called a scenario. There are six different scenarios in each of the Pendulum's four levels of Ocean, Desert, Mountain and Sky.

Levels

There are four levels of difficulty. From easiest to most difficult they are Ocean, Desert, Mountain and Sky. Early scenarios in a level may have only one positive vortex and no negative vortices at all. Later scenarios, however, will feature many positive and negative vortices at the beginning and additional vortices may appear as others are captured.

On any given level, you must capture all positive vortices before that level is successfully completed. Visual and sound cues inform you when a specific vortex or scenario has been mastered.

Positive Vortices

One type of energy vortex is the positive vortex. You want to control the pendulum so that the point of the pendulum comes to rest directly over a positive vortex, thus capturing that vortex and making it disappear. This is called "mastering a vortex" and is your goal in each scenario.
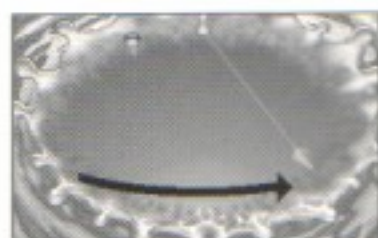
Positive vortices differ in appearance from level

to level. For example, in the Ocean level they look like blue pearls, while in the Sky level they are multi-colored starbursts. In some scenarios they are invisible. (In black and white versions, vortices take different shapes.)

Negative Vortices

The more challenging scenarios have negative vortices in addition to the positive ones. Like a positive vortex, a negative vortex exerts a gravitational pull on the pendulum. The important difference is that you do not want your pendulum to be captured by a negative vortex. If this happens, your pendulum weight is "thrown to the heavens" – wildly tossed about – and you must start the scenario over again (i.e., if you've captured two of the three positive vortices and then you hit a negative vortex, the positive vortices will reappear and you will have to start the mastering process for all three vortices all over again.)

Negative vortices vary slightly in appearance from level to level. In some scenarios they are invisible.

How to Play the Pendulum

1. Start the game.

Select the Pendulum icon from the Gateway screen. The game starts with the bowl and the vortex (or vortices) on the screen. Clicking the mouse button will start the pendulum swinging.

2. Control the pendulum.

The Pendulum is played from a perspective that looks down from approximately a 60-degree angle on the bowl of the playing field. Use your mouse to

In this example, the pendulum is swinging left to right. To increase swing speed, roll the mouse to the right. To decrease speed, roll the mouse to the left.

affect the movement of the pendulum.

Most computer action games demand a high degree of hand-eye coordination and lightning-fast reflexes. This is not how the Pendulum was designed to be played. The pendulum's swing is controlled – though "influenced" would be a better word – by the movement of the mouse.

You can envision controlling the pendulum in this way: Imagine that the pendulum is swinging freely and that you control it by directing a breeze on it, or by gently "blowing" on it. Simply move the mouse in the direction that you want the breeze to "blow."

To make the pendulum swing faster and higher, blow in the direction it is moving; in effect, you give the pendulum a tail wind. If you want to slow it down or shorten the arc, blow in the opposite direction of the pendulum's movement.

3. Master the scenario.

Capture all the positive vortices in the scenario to master that scenario. Every time you capture a positive or negative vortex, you will hear a sound (as long as the Sounds option is on). The sounds for positive and negative vortices are different. When you've mastered a scenario, the pendulum cycles. Cycling is an effect in which a variety of colors or shades are quickly flashed, giving the appearance of motion. (Turning off Ambient Animation from the menu does not affect pendulum cycling when you master a scenario; it only affects the vortices.)

There is no scoring in the Pendulum but mastered scenarios will be indicated by a diamond (◆) next to the name of the scenario in the menu bar.

Warning: Be careful when using the command keys and menu bar options. You may not get a chance to cancel your selection. If you are in the middle of a scenario and exit that scenario, you will forfeit all progress made in that scenario.

4. Select a different Pendulum.

You can select a different scenario at any time. Please note that scenarios cannot be saved. If you've mastered a positive vortex in a scenario that has more than one positive vortex and you exit the scenario, you will start over from the beginning when you return to that scenario.

New scenarios are available from the menu bar. To select a new scenario, go to the Pendulum menu. Submenus under Ocean, Desert, Mountain and Sky list the six individual scenarios for that level. The current scenario will be indicated by a checkmark (✓) next to it. Select a new scenario and it will appear. You can also use the Command keys to move around within the game.

Command Keys

The following command keys can be used at any time during the Pendulum game:

⌘ N Starts the next scenario.
⌘ P Starts the previous scenario.
⌘ R Restarts the current scenario.
⌘ G Returns you to the Gateway screen.
⌘ Q Quits the program and returns you to the desktop.

Clicking the mouse button pauses the game and returns your normal mouse cursor.

Pendulum Menu Bar

To access the Menu Bar click the mouse button at the top of the screen. The following menus appear: , File, Edit, Options and Pendulum.
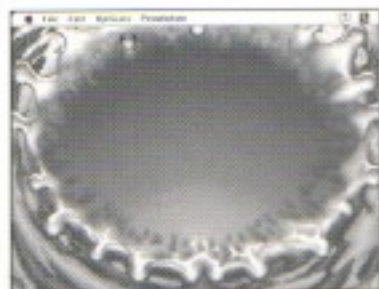
(Apple Menu)

Selecting the Apple Menu gives you the following options:

About Heaven & Earth

Displays credit information about Heaven & Earth.

(Desk Accessories)

Any desk accessories you have loaded should be accessible within the program.

File

Selecting the File Menu gives you the following options:

Gateway   ⌘ G

Exits the Pendulum and returns you to the Gateway.

Players

Opens a window displaying the name of the current player and options to name a new player or open a saved game.

Preferences

Opens a window with options to hide the game and turn off cycling when a desktop accessory is chosen from the Apple menu. (Black and white formats only offer the option to hide the game.) Options in the Preferences window that are turned on have an "x" in the box.

Quit   ⌘ Q

Quits the program and returns you to the desktop.

Edit

There are no Edit options available in the Pendulum so all options will be ghosted.
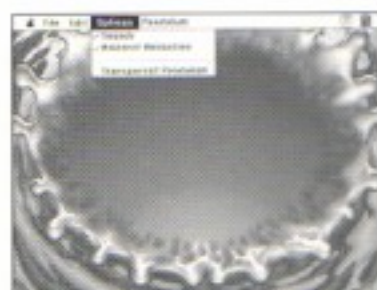
Options

Selecting the Options Menu gives you the following options. Activated options (options that are turned on) have a checkmark (✓) next to them.

Sounds

Lets you turn the sound effects on or off.

Ambient Animation

Lets you turn the cycling of vortices on or off. Whether this option is on or off, the pendulum always cycles when you master a scenario. (This option is not available in black and white version.)

Transparent Pendulum

Activating this option turns the pendulum into a transparent, "wire-frame" object. (Recommended for faster movement of the pendulum on slow machines.)

Activated options (options that are turned on) have a checkmark (✓) next to them.
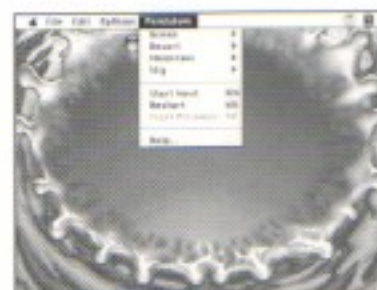
Pendulum

Selecting the Pendulum Menu gives you the following options:

Ocean, Desert, Mountain and Sky

These are the four levels of the Pendulum. Each have submenus listing the six scenarios in that level. The current scenario will have a checkmark (✓) next to it. Mastered scenarios will have a diamond (◆) next to them.

You can select a scenario from any of the submenus by holding down the mouse button until the desired scenario is highlighted and then

releasing the mouse button. The selected scenario will then appear on the screen.

Start Next   ⌘ N

Ends the current scenario and starts the next scenario.

Restart   ⌘ R

Restarts the current scenario.

Start Previous   ⌘ P

Ends the current scenario and starts the previous scenario.

Help

Displays information on how the Pendulum game works and explains your goal.

Playing Hints

You may discover that it is difficult to have a very immediate and dramatic effect on the pendulum's swing. Here are tips for better control:

- The Pendulum requires some patience to master. Carefully consider the swing's current characteristics, and then calculate what subtle changes you can make that will cumulatively change the direction and power of the swing.

- You will find that control is easier if your movements are kept subtle and precise.

The Card Game

Healing our society goes hand in hand with healing our personal, elemental connection with the phenomenal world. Experiencing the sacred world is recognizing the existence of its vast and primordial wisdom…

From *Shambhala: The Sacred Path of the Warrior*
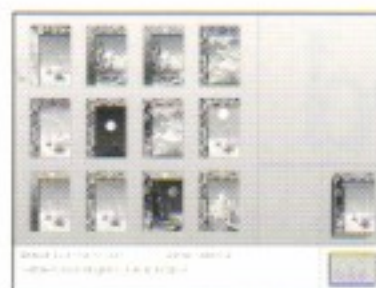
The Card Game in Heaven & Earth is an original computer card game. It is inspired by the traditional Japanese flower card game "Hanafuda," a popular family pastime of that country. Basically a rummy-type game like mah-jongg or gin rummy, it uses picture cards composed of painted landscapes and borders. Each card features elements of the natural world – shapes, seasons and celestial phenomena.

How to Play The Card Game

The object of the Card Game is to choose cards from the current deal, and then arrange them into tricks that produce the highest score. It requires strategy, skill and a little bit of luck.

1. Start the Game.

Select the Card Game icon from the Gateway screen. When the Card Game screen appears, the Playing Board will be empty except for a deck of cards face down, an Info Bar at the bottom of the screen and a Gateway icon in the lower right corner.

2. Deal the cards.

Heaven & Earth is played in four rounds. In the first round, cards are dealt off the 48-card deck four at a time. Click on the card deck to deal the first four cards. They automatically flip face up in the Selection Area on the upper right side of the screen.

When you move the cursor over individual cards or tricks, information relating to them is shown in the Information Bar at the bottom of the screen. (If you don't see this information and want to, select the Info Bar option under the Options Menu.) Other information – the Round you are on, the current

Information Bar

Playing Field   *Card Deck*

Discard Pile

Selection Area

Round Score and the current Game Score – always appear in the Information Bar.

3. Choose a card.

Click on one of the four cards to select it for your hand. The card will automatically move onto the Playing Field. You can also click and drag the card manually onto the Playing Field.

After you choose a card from the deal, the other three dealt cards automatically move into a holding pile in the Discard Area at the lower right side of the screen.

4. Fill your hand.

Repeat steps 2 and 3 until the 48-card deck is exhausted – 12 deals in all. You should now have 12 cards on the Playing Field. This is your first round hand.

5. Create tricks.

Arrange your hand into the highest possible scoring tricks. (See "Creating Tricks" later in this section for complete details on tricks.) Make a trick by placing cards on top of each other. To do this, click on a card and drag it until you've positioned it so that it overlaps another card. Then release the mouse button.

The Information Bar at the bottom of the screen shows you everything you need to know about individual cards and tricks. (If you don't see this information and want to, make sure the Info Bar option under the Options Menu is selected.) If you place the cursor on a single card, the Information Bar gives details on that card. If you place the cursor on a trick (two or more overlapping cards), the Information Bar

Important: Make sure cards do not touch each other at all if they do not belong in the same trick. Even the tiniest overlap will cause the program to assume that they are part of the same trick.

tells you what type of trick it is and its point value.

6. Undo tricks if necessary.

To undo a trick, simply reverse the process of creating a trick. Drag the top card off of the card it is touching. Just because you've created a trick does not mean you are bound to it. Tricks are not final until the end of the round.

Before you commit to a hand, you might want to play around with the tricks. Take some apart and rearrange them into new tricks to see if you can get even more points. You can always return the cards to their previous trick formation if you're not successful in getting more points.

7. Complete the first round.

When you are satisfied with your first hand, move the cursor to the Discard Pile and click the mouse button. The tricks are tallied and all the cards from that hand are cleared from the Playing Field. This completes the first round.

8. Complete the second round.

For the second hand, repeat steps 2 through 7 with the remaining 36-card deck (those cards discarded in the first round). In the second round, the cards are dealt off the deck three at a time. Choose one card from each 3-card deal until the deck is exhausted – again, 12 deals in all – then arrange your second hand into tricks. Click on the Discard Pile to tally the tricks and clear the Playing Field.

9. Complete the third round.

The third round is played with the remaining 24-card deck. Repeat steps 2 through 7, choosing one of

the two cards in each of the 12 deals. Click on the Discard Pile to tally tricks and clear the Playing Field.

10. Complete the fourth and final round.

This time when you click on the deck for the first deal, the remaining 12 cards will automatically be dealt directly to the Playing Field. This constitutes your fourth and final hand.

Click on the Discard Pile area when you're done creating tricks. The game is completed after the fourth hand is tallied and the total score for all hands is then tallied.

11. Enter high score.

If you have a high score, a window will appear, prompting you to enter your name. The scores from the first twelve games are automatically recorded as high scores. After you enter your name and press Return (or click on "Done"), you will see a list of the top scorers. When the High Score screen is full, you will only be prompted to add your name if your score exceeds the lowest score listed.

You can clear the High Score screen by selecting Clear on the High Score screen. You will be asked to confirm this action before the program will erase all the scores from the screen.

12. Leave the Card Game.

You can leave the Card Game at any time by selecting Gateway under the File Menu, typing ⌘G, or clicking on the Gateway icon in the lower right corner of the screen. You will be asked to confirm your selection (in case you want to save the game) before you go to the Gateway.

Command Keys

The following command keys can be used at any time during the Card Game:

⌘ G   Returns you to the Gateway.
⌘ Q   Returns you to the desktop.
⌘ Z   Undoes last card selection.
⌘ N   Ends current game and starts a new game.
⌘ R   Restarts the current game.
⌘ D   Deals the next set of cards.
⌘ I   Displays information about a selected card.

Card Game Menu Bar

To access the Card Game menu bar, move the cursor to the top of the screen and hold down the mouse button. The following menus appear: ⍟, File, Edit, Options and Pendulum.

⍟ (Apple Menu)

Selecting the Apple Menu gives you the following options:

About Heaven & Earth

Displays credit information about Heaven & Earth.

(Desk Accessories)

Any desk accessories you have loaded should be accessible within the program.

File

Selecting the File Menu gives you the following options:

Gateway   ⌘ G

Exits the Card Game and returns you to the Gateway.

Players

Opens a window displaying the name of the current player and options to name a new player or open a saved game.

Preferences

Opens a window with options to hide the game and turn off cycling when a desktop accessory is chosen from the Apple menu. (Black and white formats only offer the option to hide the game.) Options in the Preferences window that are turned on have an "x" in the box.

Quit ⌘ Q

Quits the program and returns you to the desktop.

Edit

Selecting Edit reveals a list of options, most, if not all, of which will be ghosted. The only Edit option available in the Card Game is:

Undo ⌘ Z

Lets you undo the last card selection and return it to the Selection Area (which restores the last deal). This option is available only if there is a card on the Playing Field.

Options

Selecting the Options Menu gives you the following options. Activated options (options that are turned on) have a checkmark (✓) next to them.

Sounds

Lets you turn the sound effects on or off.

Ambient Animation

Lets you turn the card border animation on or off.

(This option not available in black and white versions.)

Phenomena Animation

Lets you turn the phenomena animations on or off.

Fast Deal

When this option is selected the cards will move faster across the screen.

Info Bar

When this option is turned off, no information about individual cards or tricks will appear in the Information Bar at the bottom of the screen.

Warnings

When this option is turned off, no confirmation windows will appear when you select Menu options that will end the current game.

Choose Board

Has a submenu listing six possible playing boards and card backs. (In black and white versions, there are two possible playing boards available.) This function is available at all times, even during a game. The program remembers which board you used last and automatically brings it up the next time you play the Card Game. The board you use has no bearing on the playing of the game or the game's score.

Card Game

Selecting the Card Game Menu gives you the following options:

New Game   ⌘ N

Ends the current game and starts a new game.
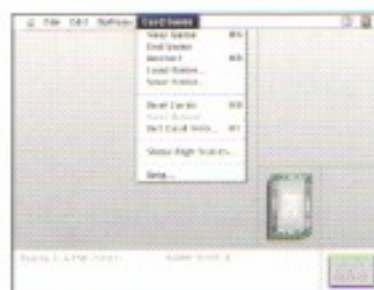
End Game

Ends the current game.

Restart   ⌘ R

Ends the current game and then starts the same game over (using the same initial shuffle and assigning the initial phenomena to the same cards).

Load Game

Loads a saved game. Selecting this option brings up a window listing the saved games. Double-click on the desired game and the program will load that game.

Save Game

Saves the current game so you can resume play at any time. Selecting this option brings up a window with a highlighted name box. Type in the name you want to save the game under and choose Save or press Return. If you have already saved a game under the same name, a confirmation window will appear asking if you wish to replace the existing saved game with the new one.

Deal Cards   ⌘ D

Deals a new set of cards to the Selection Area. When all the cards in a Round have been dealt, this option will be ghosted.

Next Round

Removes all cards from the Playing Field and sets the deck for the next round.

Get Card Info   ⌘ I

Brings up a window with complete information about a selected card. To use this option, click on any card to select it (selected cards are identified by a border around the outside edges) and then select Get Card Info.

Show High Scores
Brings up the High Score screen.

Help
Displays information about the Card Game and
its scoring.

The Suits and Landscapes

Ocean

Desert

Mountain

Sky

The Card Game deck consists of 48 cards divided
into 12 suits of four cards each – almost the exact
inverse of standard western playing card decks which
have four suits of 13 cards each. Each suit symbolizes
one of the 12 months of the year and the four cards
per suit each have a different value portrayed by land-
scape images. From lowest to highest in value, these
landscape images are: Ocean, Desert, Mountain and
Sky.

The 12 suits (or months) are divided into seasons
(winter, spring, summer and autumn) and elements
(earth, air, fire and water). No two months have the
same combination of season and element: January is
a winter month with an earth sign, while December
is a winter month with a fire sign. August shares
December's fire sign but is a summer rather than
winter month.

Seasons

A card's season is indicated by the top border of the playing card:

Spring   =

Summer   =

Autumn   =

Winter   =

The months in each season are:

Spring	=	March, April, May
Summer	=	June, July, August
Autumn	=	September, October, November
Winter	=	December, January, February

Elements

A card's element is indicated by the left border of the playing card:

| Earth | Air | Fire | Water |
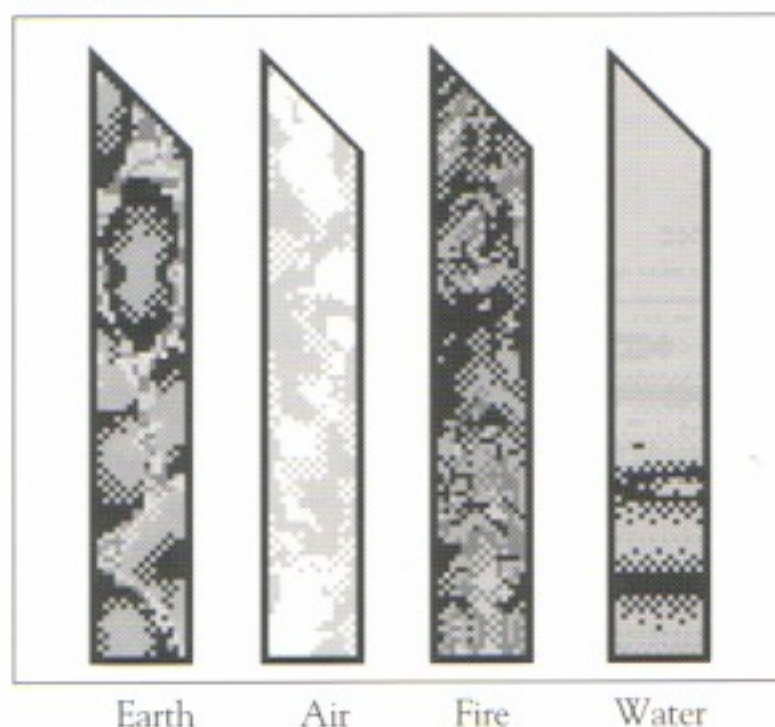
The months in each element are:

Earth = May, September, January
Air = June, October, February
Fire = April, August, December
Water = July, November, March

The unique combinations for each of the 12 suits are shown in the following chart:

Seasons → Elements ↓	Winter	Spring	Summer	Autumn
Earth	January	May		September
Air	February		June	October
Fire	December	April	August	
Water		March	July	November

The following are some sample cards with descriptions of their suits and values:


The first card, with a Winter border on the top and an Air border on the left, represents the suit of February. It also has the highest landscape value of Sky.

The second card, with an Autumn border on the top and an Earth border on the left, represents the suit of September. It has a Mountain landscape – the second highest in value.

The third card, with a Spring border on top and a Fire border on the left, represents the suit of April. Its Desert landscape is the third highest in value.
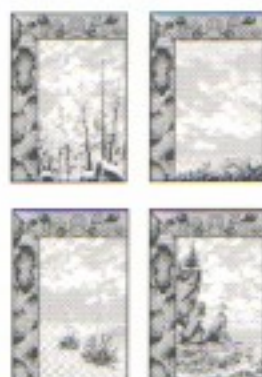
The fourth card, with a Summer border on top and a Water border on the left, represents the suit of July. It has the lowest landscape value of Ocean.
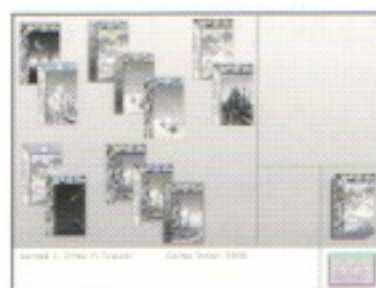
Creating Tricks

Your primary objective is to create tricks. A trick is two or more cards that are assigned a specific point value when grouped together. There are dozens of possible tricks, and all are based on relationships inspired by months, seasons, elements, astronomy and meteorology.

At the simplest level, you can create tricks solely by matching borders and/or landscape images, without any understanding of the significance of the borders or landscapes represented. While the Card Game can be easily learned and quickly played, only by becoming very familiar with the suits will you be able to make the associations between the seasons, elements and individual months that result in the highest scores.

All the possible types of tricks are listed below:

4 of a Kind

A 4 of a Kind trick is created by grouping the four different landscape cards of the same month. Cards that have the same season (top border) AND same element (left border) are the same month.

3 of a Kind

A 3 of a Kind trick is created by grouping three cards with the same season (top border) OR the same element (left border) OR the same landscape image.

Example of four May cards

Example of three Ocean cards with mixed suits

Example of three cards with the matching element of Fire (left border) and mixed landscapes

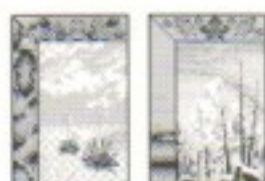*Example of two June cards*

*Example of opposite months
(May + November)*

2 of a Kind

A 2 of a Kind trick is created by grouping two different landscape cards of the same month; matching seasons (top border) AND elements (left border).

Opposite Month

An Opposite Month trick is created by pairing two cards that represent the equinox, the solstice or the different types of moons:

January + July	=	Snow + Heat Moons
February + August	=	Hungry + Hunting Moons
March + September	=	Equinox
April + October	=	Buds Appearing + Leaves Falling Moons
May + November	=	Planting + Harvest Moons
June + December	=	Solstice

Trick Scores

Here are some details on scoring:

■ Each trick has a score assigned to it, as shown on page 35.

■ Scores can be increased or decreased when celestial phenomena are present when the trick is formed. Celestial phenomena are explained in the "Celestial Phenomena" section.

■ Bonus points are earned if all 12 cards in a hand are used in tricks.

■ The landscape on each card has a value. Score values are ranked as follows (from lowest to highest): Mixed landscapes, Ocean, Desert, Mountain, and Sky. For instance, a 3 of a Kind

trick consisting of one Ocean landscape and two Desert landscapes with matching seasons (or elements), constitutes a Mixed Landscape which is worth less than a 3 of a Kind created from three Ocean landscapes with matching seasons (or elements).

■ Celestial phenomena alone cannot be used to create a trick. Even if two or more cards have the same type of celestial phenomena (i.e. Full Moon and Crescent Moon), they do not constitute a trick. Tricks are based only on the combinations of the top borders, left borders and landscapes.

The point values for each type of trick are as follows:

4 of a Kind (4 cards of the same month)   1000

3 Landscapes (3 cards with matching landscapes):
Sky	300
Mountain	250
Desert	200
Ocean	150

3 of a Kind (3 cards with one matching border):
Sky	600
Mountain	500
Desert	400
Ocean	300
Mixed	150

2 of a Kind (2 cards of the same month)   100

Opposite Month (2 cards of opposing months):

Sky	1000
Mountain	800
Desert	600
Ocean	400
Mixed	200

Bonus Points for Completed Hands

You can earn additional points by using all the cards in a hand. This means that every card in a hand was used in a valid trick.

1st time all cards used in a hand	500
2nd time all cards used in a hand	1000
3rd time all cards used in a hand	1500
4th time all cards used in a hand	3000

Ocean with
Crescent Moon

Mountain with
Apex Sun

Celestial Phenomena

While every trick in the Card Game has a specific value, that value can increase or decrease when randomly generated celestial phenomena occur in one or more of the cards in that trick. Celestial phenomena are animations randomly assigned to cards in each hand and depict events such as rain, sunsets, lightning, rainbows, shooting stars, full or new moons, etc.

Celestial Phenomena:

■ Occur randomly; a particular phenomenon may not appear at all in a game.

■ Have a multiplier value which can be positive or negative.

■ Always appear in the card's landscape (the center of the card).

Desert with
Lightning

Sky with
Tornado

- In many cases will animate when the card is selected (when the Phenomena Animation option under the Options Menu is on).

- Are indicated in the Information Bar after the month (when the Info Bar Option under the Options Menu is on).

With the presence of one or more celestial phenomena, a trick of low value can become far greater in value, and a high value trick can become one of extraordinary value. Occasionally, a trick can decrease in value when a celestial phenomenon with a negative multiplier is used.

Frequency of Appearance

Not all celestial phenomena are distributed in the first round of a game; phenomena appear in all four rounds. Thus, a discarded card that did not have a phenomena in the first round could acquire a phenomenon in a subsequent round.

Once a celestial phenomenon has been assigned to a card, however, it remains with that card for the entire game.

Phenomena and Their Values

There are 22 different celestial phenomena that can appear during each game. When a card with a phenomenon becomes part of a trick, the score for that trick increases or decreases by the value of the multiplier associated with that phenomenon.

For example, if a 3 of a Kind trick consisting of 3 Sky landscapes with mixed borders contains a card with the phenomenon Lightning, the trick's value of 300 is multiplied by 2 (the multiplier value for Lightning) for a total of 600 points. See the table

below for a listing of Phenomena Multiplier Values.

If there is more than one phenomena in a trick, the multipliers are added together to arrive at the final multiplier.

For instance, if a celestial phenomenon with a multiplier value of 2 and a celestial phenomenon with a multiplier value of 3 appear in the same trick, the basic value of the trick will be multiplied by 5.

Phenomenon	Multiplier
Moons	
Crescent Moon	2
Halo Moon	2
New Moon	2
Full Moon	3
Suns	
Apex Sun	2
Rising Sun	2
Setting Sun	2
Sun Combinations	
Any 2 Suns	-2
3 Suns	10
Eclipses	
Lunar Eclipse	3
Solar Eclipse	4
Stars	
Betelgeux	2
Double Star	2
Evening Star	2
North Star	2
Shooting Star	3
Supernova	5

Atmospheric

Earth Shine	2
Aurora Borealis	3
Rainbow	4

Weather

Tornado	-3
Rain	-2
Snow	-2
Lightning	2

Weather Combinations

Snow & Lightning	-2
Tornado & Snow	-2
Rain & Snow	2
Rain & Lightning	3
Rain & Tornado	5
Tornado & Lightning	5
Rain, Tornado & Lightning	10

Playing Hints

The Card Game is easy to play but challenging to fully master. It will take patience and skill to reach the higher scoring levels (30,000 to 50,000 points) in a game.

■ Use the Information Bar along the bottom of the screen to learn about specific cards and tricks.

■ When you begin, concentrate on the basic tricks where you are matching either one or both borders and/or landscapes. As you become more familiar with the game, learn the values of each of the tricks so you can make the best possible choice between two desirable cards.

- Don't be in a hurry to play phenomena-bearing cards. If you wait until the later rounds, there is a greater chance of combining phenomena for higher value tricks.

- Become familiar with the months that the cards represent and how they relate to each other. While the Opposite Month tricks are harder to make, they can be worth more points.

- Although it may be tempting to leave celestial phenomena with negative values out of a trick, the bonus you get from using all the cards in a hand may outweigh the value of the negative trick.

The Illusions

The process of freeing yourself
from arrogance and cutting off
your habitual tendencies is a
very drastic measure, but it is
necessary. Once we
overcome habitual patterns,
the vividness of the drala
principle, or magic,
will descend, and we
will begin to be individual
masters of our world.

From *Shambhala: The Sacred
Path of the Warrior*

The Illusions portion of Heaven & Earth challenges your ability to imagine spatial relationships between two- and three-dimensional objects. It consists of hundreds of visual puzzles, optical illusions and graphic brainteasers.

There are twelve types of Illusions. Each type has four different levels – Ocean, Desert, Mountain and Sky – and each level contains 12 different scenarios for a grand total of 576 different scenarios to master.

Each Illusion exercises a basic spatial perception skill. For instance, certain scenarios in the Identity Maze have two cursors that move symmetrically. In some of these scenarios, moving one cursor up and to the left moves the other cursor down and to the right! When either cursor runs into a wall, both stop. To master the maze, you must continually think about two things at once.

Heaven & Earth Gateway

Exit Game

The Illusion Gateway

Clicking on the Illusions icon on the Gateway screen brings you to the Illusions Gateway. This screen is your access to the 12 types of Illusion puzzles. The names of each type are displayed in the center of the screen.

An Exit icon in the lower left corner of the screen allows you to exit the program and return to

the desktop.

The Gateway icon in the lower right corner of the screen returns you to the main Gateway screen.

How to Play the Illusions

1. Choose an Illusion.

Choose the type of Illusion you want to play by placing your cursor over its name on the Illusion Gateway screen and clicking the mouse button.

2. Start with this scenario, or choose another.

When you select a type of Illusion, the first scenario of the first level will appear. The screen displays a puzzle in the center, an information bar and four icons at the bottom.

The information bar below the puzzle displays the Illusion type, the current level and scenario name. A mastered scenario will have a diamond (♦) displayed next to its name.
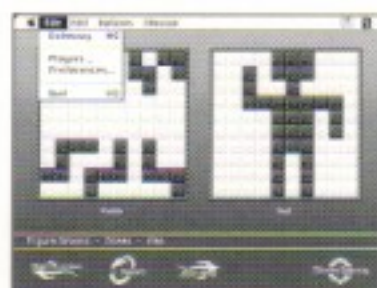
3. Master the scenario.

The scenarios in the different types of Illusions have different goals. For example, in Cursor Warping your goal is to deactivate targets in a certain order, while in Figure Ground your goal is to move blocks so they match a goal configuration. Details on goals for each Illusion are outlined in "The Twelve Illusions" section of this manual and within the Help option found in the menu bar of each Illusion.

4. Change the scenario.

To change to a different scenario, select the Illusions Menu and then select a new scenario from the submenus under Ocean, Desert, Mountain and Sky. The current scenario will have a checkmark (✓)

next to it. Mastered scenarios will have a diamond (◆) next to them.

You can press ⌘ P to go to the Previous scenario or press ⌘ N to go to the Next scenario. You can also click on the Start Previous and Start Next icons at the bottom of the screen.

5. Change the Illusion type.

To switch to a new type of Illusion, select the Illusions Gateway icon in the lower right of the screen or the Illusion Gateway option under the Illusion menu. This returns you to the Illusion Gateway screen where you can select another type of Illusion.

6. Exiting the Illusions

To exit the Illusions and return to the main Gateway, select the Gateway option under the File Menu or press ⌘ G.

To exit the Illusions and return to the desktop, select Quit under the File Menu or press ⌘ Q.

Illusions Icons

The four icons at the bottom of the screen perform the following functions:

Start Previous
Takes you to the previous scenario.

Restart
Restarts the current scenario.

Start Next
Takes you to the next scenario.

Illusion Gateway
Returns you to the Illusion Gateway screen.

Command Keys

The following command keys can be used within the Illusions:

⌘ G   Returns you to the main Gateway screen.

⌘ Q   Returns you to the desktop.

⌘ Z   Undoes last move (not available in some Illusions).

⌘ N   Takes you to the next scenario.

⌘ R   Restarts the current scenario.

⌘ P   Takes you to the previous scenario.

Illusions Menu Bar

Clicking at the top of the screen displays the menu bar with the following options:

(Apple Menu)

Selecting the Apple Menu gives you the following options:

About Heaven & Earth

Displays credit information about Heaven & Earth.

(Desk Accessories)

Any desktop accessories you have loaded should be accessible within the program.

File

Selecting the File Menu gives you the following options:

Gateway   ⌘ G

Exits the Illusions and returns you to the Gateway.

Players

Opens a window displaying the name of the cur-

rent player and options to name a new player or open a saved game.

Preferences

Opens a window with options to hide the game and turn off cycling when a desktop accessory is chosen from the Apple menu. (Black and white formats only offer the option to hide the game.) Options in the Preferences window that are turned on have an "x" in the box.

Quit   ⌘ Q

Quits the program and returns you to the desktop.

Edit

Selecting Edit reveals a list of options, most, if not all, of which will be ghosted. The only Edit option available in the Illusions is:

Undo   ⌘ Z

Lets you undo the last move. This option is available in only some of the Illusions.

Options

Selecting the Options Menu gives you the following options. Activated options (options that are turned on) have a checkmark (✓) next to them.

Sounds

Lets you turn the sound effects on or off.

Ambient Animation

Lets you turn the puzzle animations on or off. (This option not available in black and white version.)

Keys

Selecting Keys brings up a window which allows

you to assign keyboard keys to certain movements. You can select the keys you wish to use by highlighting the current selection and then pressing a key. The new key designation will appear within the box.

Note: This option is only usable in some of the Illusions and not all keys on the keyboard are assignable.

Choose Background

Has a submenu listing three possible backgrounds. (In black and white versions, there are two possible backgrounds available.) This function is available at all times. The program remembers which background you used last and automatically brings it up the next time you play the Illusions. The background has no bearing on the playing of the game.

Illusion

Selecting the Illusion Menu gives you the following options:

Ocean, Desert, Mountain and Sky

These are the four levels in the Illusions. Each have submenus listing the twelve scenarios in that level. The current scenario will have a checkmark (✓) next to it. Mastered scenarios will have a diamond (◆)next to them.

You can select a scenario from any of the submenus by holding down the mouse button until the scenario you want is highlighted and then releasing the mouse button. The selected scenario will then appear on the screen.

Start Next   ⌘ N

Ends the current scenario and starts the next scenario.

Restart   ⌘ R

Restarts the current scenario.

Start Previous   ⌘ P

Ends the current scenario and starts the previous scenario.

Help

Displays information on how the individual types of Illusions work and explains your goal.

Illusion Gateway

Returns you to the Illusion Gateway screen.

General Guidelines

■ The scenarios tend to get more complex as you progress within a level. In each level, the first one or two scenarios exist to illustrate the rules that apply in that level and are easy to master. The last few scenarios within a level are often the most difficult to master.

■ Don't get too hung up on the rules! You may find that you do better if you just jump right in and let yourself intuit a solution. There is no penalty for failure, so experiment and get a feel for each level.

■ Every scenario takes place on a single screen. Some scenarios include a wrap-around feature, which is indicated by an additional border around

the puzzle. In these Illusions, the cursor(s) can move through that border and re-enter the puzzle at a corresponding point on the opposite side.

■ In some scenarios your cursor actually becomes one of the pieces of the puzzle. In this case you must activate the puzzle by moving your mouse cursor onto the puzzle area and then clicking the mouse button or pressing the spacebar on the keyboard.

■ You always hear a musical tone when you master an Illusion (when the Sounds option under the Options Menu is on).

■ Don't hesitate to try anything to master the scenario. If you get stuck you can restart the puzzle at any time.

The Twelve Illusions

The following section gives you rules and hints for each of the 12 types of Illusions.

Figure Ground

The screen displays two grids (labeled Puzzle and Goal) filled with different colored squares (black & white versions have black, white, gray and various patterns). The object is to rearrange squares or groups of squares in the Puzzle grid to match the pattern in the Goal grid.

To move a square or group of squares in the Puzzle, use the mouse to click and drag a piece to a new position.

Warning: When you're clearing the records for one player, all the records for each Illusion type are cleared. You cannot clear only one type of Illusion.

Selecting a square causes that square and all other squares of the same color or pattern connected to it by edges (not corners) to be lifted off the plane as a single unit. The squares revealed underneath will be of a different color or pattern than the moved piece.

In scenarios with more than two colors or patterns, they uncover each other in a cyclical order. Once a piece has been dragged into overlapping or edge-to-edge contact with another piece of the same color or pattern, the two pieces fuse permanently into one piece.

Undo: Although there are no keyboard controls used in Figure Ground puzzles the Undo option is available. Selecting Undo from the Edit Menu or pressing ⌘ Z undoes your last move.

Levels

Ocean – "White Center" The board has squares of two types (white and another shade), but only the non-white squares can be moved. When a non-white piece is moved, it uncovers white squares. (Note: In two scenarios, a third type is added, which also uncovers white squares when moved.)

Desert – "Three Colors" The board has squares of three different colors or patterns. A specific color or pattern always uncovers another specific color or pattern. For example, if the three colors are black, white and gray, black always uncovers white, white always uncovers gray, and gray always uncovers black.

Mountain – "Four Colors" The board has squares of four different colors or patterns. As in the Desert level, a specific color or pattern always uncovers another specific color or pattern. (Note: In the final scenario, the rules change slightly – two of the colors uncover one other color. For example, two of the

colors or patterns will only uncover black while the other two colors or patterns will only uncover white.)

Sky – "Two Colors" The board has squares of only two different colors or patterns as in the Ocean level, but now both colors can be moved.
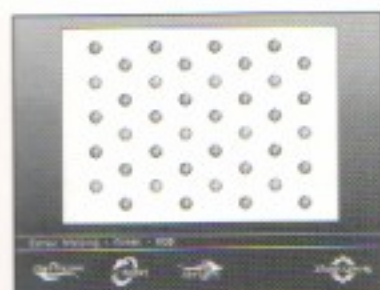
Cursor Warping

The object is to deactivate targets by hitting them with the cursor. When an appropriate target is deactivated, it turns gray. Targets must be deactivated in a specific order for each puzzle.

Your goal is to deactivate all targets of the same color in a given scenario before you can hit targets of the next color. (Black & white versions will have numbered targets.)

Example: You have deactivated all but one of the first type of target and then the cursor touches another type. What happens? All of the first type of targets reactivate.

Clicking the mouse button on the puzzle or pressing the spacebar activates the puzzle cursor. You may chose to activate the cursor in a specific part of the puzzle. In some levels, however, you cannot start in certain areas. If the cursor flashes or you can't move it, that means you tried to start in an invalid location.

Note: During play, pressing the spacebar returns your normal cursor and causes the scenario to restart. This prevents you from being able to "place" your cursor a second time.

Some scenarios have a wrap-around feature identified by a shaded border around the puzzle.

There are no keyboard controls used and no Undo option available in Cursor Warping puzzles.

Levels

Ocean – "Velocity" Moving the mouse affects the velocity of the cursor as well as the position. If you do nothing, the cursor continues traveling in the same direction, bouncing off the edges of the screen.

Desert – "Symmetries" The cursor velocity functions the same as in the Ocean level, but the cursor now moves in unusual response to the mouse movement. Sometimes the cursor moves opposite to the mouse; sometimes at a 90-degree angle; sometimes in a "mirror" relationship (up/down movement is the same while left/right movement is opposite, or vice versa).

Mountain – "Walls & Ice" Same as the Ocean level but now you are challenged by solid walls and by patches of "ice" where you have no control over the cursor.

Sky – "Slopes & Troughs" Same as the Ocean level but now slopes and troughs affect cursor movement.

Slope is indicated by shaded areas. The cursor gains momentum in the direction of the darkest shading.

Troughs are the least shaded areas that the cursor flows towards as a result of following the slopes.

Sliding Graphics

You're given a collection of blocks that slide around within a playing field. Blocks cannot overlap one another or cross beyond the boundary of the playing field. The object is to rearrange the blocks to match the configuration in the goal square to the right.

Some goal boxes only show some of the pieces available in the puzzle box. In this case, you only

need to get those pieces to match the key goal positions; the other piece positions are irrelevant.

Note that you can push pieces with other pieces.

There are no keyboard controls used and no Undo option available in Sliding Graphics puzzles.

Levels

Ocean – "Single-Square Pieces" All pieces are single squares. Some squares may be frozen and cannot be moved. Some pieces may have two colors or patterns.

Desert – "Rectangular Pieces" Same as the Ocean level, except some pieces are larger than a single square.

Mountain – "Concave Pieces" Pieces appear in a variety of shapes like squares, rectangles, L's and crosses. Some pieces are frozen and cannot be moved. Some pieces may have two colors or patterns.

Sky – "Disconnected Pieces" Some pieces appear to be disconnected; however, if you move one part of such a piece, the other part moves as well.
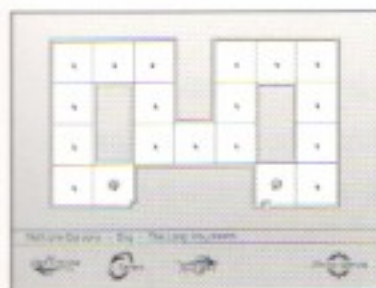
Multiple Cursors

The playing field consists of groups of cells which contain squares, arrow cursors and, on some levels, circles or stars. The goal is to use the cursors to pick up squares and move them into particular positions.

Clicking the mouse button anywhere on the puzzle or pressing the spacebar activates the puzzle cursors. Now, whenever you click the mouse button, the puzzle cursors will pick up or drop any square they are touching.

You control the entire array of cursors, but different cursors may move in different symmetrical

relationships to the mouse movements. For instance, when the mouse moves left and up, some of the cursors may match that movement, but others may move right and down, while still others may move right and up!

There is another challenge as well. Each cursor can move only within its rectangular cell. In order to move a square from cell to cell, you have to place the square over the edge of one cell into the next, where the neighboring cell's cursor can reach it.

Important: Clicking the mouse button can result in dropping one square with one cursor while simultaneously picking up another square with a different cursor. Picking up a square with more than one cursor also has interesting and useful results.

There are no keyboard controls used and no Undo option available in Multiple Cursors puzzles.

Pressing the spacebar pauses the game and returns your normal mouse cursor.

Levels

Ocean – "Unity" Your goal is to unite squares by moving them with the cursors until they touch each other.

Desert – "Match" Same as the Ocean level except you now have more than one type of square and you must unite squares of only the same type.

Mountain – "Touch Base" Move squares until they touch the circular goals. In scenarios with multiple goals, each goal must be used at least once.

Sky – "Multi-Color" Same as the Mountain level but now there is more than one type of square and goal. Squares must touch only goals of the same type. In scenarios with multiple goals of the same type, each goal must be used at least once.

Identity Maze

The playing field is a maze in which one or more cursor squares move in various symmetrical relationships. For instance, controlling two cursors in a maze may result in the cursors moving in opposite directions. The goal is to guide your cursor squares to one or more circular goals.

Clicking the mouse button or pressing the spacebar activates the cursor square(s).

Whenever either of the cursors runs into an obstacle, both are blocked. Cursors may not need to capture goals at the same time.

If there is more than one cursor in a scenario, at least one will match the movements of the mouse or keyboard. All the cursors are linked and will move together but not all cursors will move in the same direction as the one controlled by the mouse or keyboard.

Some scenarios have a wrap-around feature identified by a shaded border around the puzzle.

Keyboard Control

When the cursor squares are activated, they can be controlled by the mouse, by the arrow keys or by selected keyboard keys identified in the Keys option under the Option menu. You can change the key selection by highlighting within each directional box and typing the key you wish to use. (Note: Not all keyboard keys are assignable.)

Pressing the spacebar pauses the game and returns your normal mouse cursor.

The Undo option is not available in Identity Maze puzzles.

Levels

Ocean – "Parallel" Cursors move in the same direction as the mouse or directional keys on the keyboard.

Desert – "180 Rotation" Multiple cursors move in opposite directions. For example, if you have two cursors, moving the mouse up and left (or pressing the up arrow key and then the left arrow key) causes one cursor to move up and left and the other cursor to move down and right.

Mountain – "Mirror" Groups of cursors move as if mirroring others in an imaginary vertical mirror. Think of twin cursors paired on either side of a mirror. Move one up and the other moves up, but move one left and the other moves right.

Sky – "90 Rotation" Two cursors move in a perpendicular relationship; if one cursor moves right and then up, the other moves up, then left.

Changing Bodies

You control one or more active cursor squares as you wander through a maze of impassable walls and frozen cursor squares on your way to the circular goals. Active cursors can, in effect, "pass through" frozen cursors. When this happens, the active cursor square becomes a wall while the frozen cursor unfreezes and becomes an active cursor and moves along with any other active cursor. Control is transferred from one cursor to another in this manner, like a "migration of souls."

Clicking the mouse button or pressing the spacebar activates the cursor square(s). The cursor(s) can travel only horizontally or vertically. The direction you approach a frozen cursor from is very important.

Since you create new walls by unfreezing cursors, be careful not to block yourself in.

Some scenarios have a wrap-around feature identified by a shaded border around the puzzle.

The Undo option is not available in Changing Bodies puzzles.

Keyboard Control

When the cursor squares are activated, they can be controlled by the mouse, by the arrow keys or by selected keyboard keys identified in the Keys option under the Option menu. You can change the key selection by highlighting within each directional box and typing the key you wish to use. (Note: Not all keyboard keys are assignable.)

Pressing the spacebar pauses the game and returns your normal mouse cursor.

Levels

Ocean – "Standard" The active cursor is a single square that unfreezes frozen cursors that then become walls. The object is to reach the circular goal(s).

Desert – "Frozen Goal" Same as the Ocean level but now the goal is frozen. You must unfreeze all frozen cursors to unfreeze the goal.

Mountain – "Aggregate Cursor" You control two cursor squares. Goals may be normal or frozen.

Sky – "Free Partner" Normally, if one of your two cursors is blocked by a wall, the other cursor stops. In Sky, if one active cursor is adjacent to a frozen cursor, it can unfreeze that cursor even if the other cursor is blocked, but its relationship to the other cursor will change.
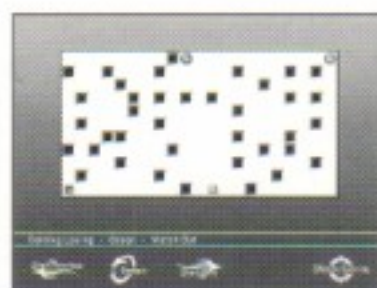
Gaining Losing

You control a fleet of active cursor squares navigating a field filled with frozen cursor squares and holes. Whenever an active cursor touches a frozen cursor, the frozen cursor unfreezes and is added to your fleet of active cursors. Whenever any of your cursors drops into a hole, the cursor is lost. Your cursor may sometimes consist of disconnected parts that move in unison.

The object is to move your fleet of cursors onto a goal of marked squares. The configuration of your cursor fleet must exactly match the goal configuration.

Clicking the mouse button or pressing the spacebar activates the cursor square(s).

Cursors can move horizontally or vertically, but impassable walls that can block cursor movement appear throughout all levels. If any cursor in the fleet hits a wall, the entire fleet halts. Since slow, precise movement is sometimes important in Gaining Losing, it might be easier to use the keyboard directional keys rather than the mouse.

Some scenarios have a wrap-around feature identified by a shaded border around the puzzle.

The Undo option is not available in Gaining Losing puzzles.

Keyboard Control

When the cursor squares are activated, they can be controlled by the mouse, by the arrow keys or by selected keyboard keys identified in the Keys option under the Option menu. You can change the key selection by highlighting within each directional box and typing the key you wish to use. (Note: Not all keyboard keys are assignable.)

Pressing the spacebar pauses the game and returns your normal mouse cursor.

Levels

Ocean – "Losing Only" There are holes, but no frozen cursors. The object is to move through the maze, losing cursors until the fleet of cursors exactly matches the pattern of goal squares.

Desert – "Gaining Only" There are many frozen cursors. The goal is to unfreeze and gain cursor squares until your fleet is the same as the pattern of the goal squares.

Mountain – "Gaining/Losing" Combines the rules from the Ocean and Desert levels, with both holes and frozen cursors.

Sky – "Wraparound" Same rules as the Mountain level but adds the ability to wrap the cursor(s) around to the opposite side of the puzzle.

Antimaze

The cursor is a single square that you need to navigate through what appears to be an ordinary maze of walls. But as you navigate the maze, it behaves in a surprising way. What appears to be a solid wall is actually a passable area and what appears to be an opening is actually impassable!

Clicking the mouse button or pressing the spacebar activates the cursor square(s).

Some scenarios have a wrap-around feature identified by a shaded border around the puzzle.

The Undo option is not available in Antimaze puzzles.

Keyboard Control

When the cursor square is activated, it can be controlled by the mouse, by the arrow keys or by selected keyboard keys identified in the Keys option

under the Option menu. You can change the key selection by highlighting within each directional box and typing the key you wish to use. (Note: Not all keyboard keys are assignable.)

Pressing the spacebar pauses the game and returns your normal mouse cursor.

Levels

Ocean – "Antimaze" You set out after a single goal. Walled areas allow passage, open areas do not.

Desert – "Multiple Goals" Same as the Ocean level, but with more than one goal.

Mountain – "No Return" Combines the Ocean and Desert levels, but adds wraparound screens and one-time walls – thinner, light-colored walls that disappear once you cross them.

Sky – "Flip-Flop" Rules from all previous levels apply, but the multiple goals trigger another phenomenon – each time you collect a goal, the puzzle flip-flops, changing from antimaze to standard maze, or vice versa.

Flip Turn

The goal is to stack and flip transparent sheets with squares "painted" on them, until their composite (the pattern of squares they make when stacked) matches the design pictured in the Goal at the far right of the screen.

The individual sheets (in groups of four or six) are pictured at the left. Their Composite sheet – what they currently look like stacked – is next to the Goal sheet.

To flip or turn an individual sheet, select the sheet and then select an arrow icon (at the far left) to turn the sheet left 90-degrees, right 90-degree, or to flip it

vertically or horizontally. Whichever sheet you select "pops" to the top of the stack on the composite square.

A border around a sheet indicates that it is currently active. The width of the border indicates its placement in the composite stack; the narrower the border, the farther down in the stack it is.

In advanced levels you must select the correct sheets to be stacked from several available sheets.

There are no keyboard controls used and no Undo option available in Flip Turn puzzles.

Levels

Ocean – "Single Colors" There are four sheets of squares. Each square on any sheet is a single color or pattern.

Desert – "Diagonal Split" Same as the Ocean level, except some of the individual squares on a sheet are split diagonally into two colors or patterns.

Mountain – "Six Sheets" Now you're stacking six sheets of squares. Squares can be one or two colors or patterns.

Sky – "Four of Six" Six sheets are available, but you can only use from two to five of the sheets to stack in the composite. Squares can be one or two colors or patterns.

Regrouping

The playing field is a configuration of lines drawn on a grid. Selecting certain places on the lines picks up some configuration of lines surrounding the cursor. You can then move the configuration to another position on the grid and drop it. The object is to match the goal configuration in shape and position within the Goal box.

Undo: Although there are no keyboard controls used in Regrouping puzzles, the Undo option is available. Selecting Undo from the Edit Menu or pressing ⌘ Z undoes your last move.

Tip: If you have trouble picking up a square, try selecting it from different corners.

Levels

Ocean – "Lines" Drag sets of connected lines to overlap or touch other lines until they match the goal figure. When you drop a set on top of another set or connect them at the edges, they permanently merge or fuse into a single unit.

Desert – "1 x 1 Squares" Only the squares are movable. Arrange the squares to match the goal figure. To pick up a square, click anywhere inside the square.

Mountain – "Biggest Square" Clicking in any corner picks up the biggest possible square going out from that corner.

Sky – "L's" When you click at the intersection of any two lines, you pick up the biggest possible L-shaped piece going out from that corner. The horizontal and vertical lines of the "L" need not be the same length.
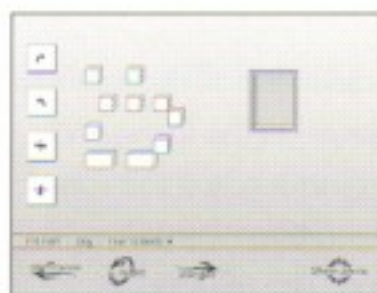
Fit Fall

At its simplest level, this is a straightforward jigsaw puzzle, fitting pieces into a well. Pieces are made up of squares arranged into various shapes. Select a piece to pick it up, drag it to where you want to place it in the well and then drop it. Well size will vary in depth, width and length.

Dropping a piece over the well causes each square

within the piece to fall to the lowest level it can. Thus, if the ground a piece falls on is uneven, the individual squares of the piece separate to match the terrain. The goal is to fill the well exactly to ground level.

Pieces dropped into the well can be pulled out as long as there is no other piece completely hiding it from view. If you pull out a piece, the remaining pieces will fall to the lowest possible level.

In some scenarios there are arrow icons at the far left that you can use to turn pieces 90-degrees right or left or flip them horizontally or vertically. To flip or turn a piece, select that piece and then select the arrow icon.

The configurations are not always as they first seem; some large pieces will break down into smaller ones.

There are no keyboard controls used and no Undo option available in Fit Fall puzzles.

Levels

Ocean – "One Level Deep" Fill a well that is one layer deep.

Desert – "Multiple Depths" Fill a well that is two or more layers deep.

Mountain – "Infinite Pieces" One type of piece may be single use (pieces that can only be used once). Other types of pieces are infinite (they leave copies of themselves behind, providing an unlimited supply.) Some puzzles only have infinite pieces.

Sky – "Disconnected Pieces" Like the Mountain level, there may be single use and infinite use pieces but some pieces will be disconnected. Some puzzles only have one type of piece.

Convex Concave

This is a true set of optical illusions. The object is to construct the goal configuration from a number of pieces.

Move the cursor onto a piece and then click and drag it to where you want to place it. With overlapping pieces, the piece most recently placed moves to the top. There is a snap-to-grid feature for easier placement – pieces placed slightly out of line will snap into alignment. The exact structure of pieces is not always clear. Some large configurations will break down into smaller pieces.

When you combine pieces, they do not merge. If you want to deconstruct a figure, click and drag pieces out of the figure one at a time. You cannot flip or turn pieces in this Illusion.

There are no keyboard controls used and no Undo option available in Convex Concave puzzles.

Tip: It helps to build figures from back to front. You can build on top of the goal configuration.

Levels

Ocean – "2D" Shapes are basically two-dimensional arrangements.

Desert – "3D" Shapes appear to be three-dimensional, but remember to think in two dimensions.

Mountain – "Convex/Concave" these optical illusions are inspired by Escher's famous "Convex and Concave" lithograph. A question you are sure to ask yourself: "Is it sticking out or sticking in?" The answer is "neither."

Sky – "Up/Down" These optical illusions are inspired by the Penrose Triangle featured in Escher's lithograph "Waterfall," in which water tumbles over a cascade, drops down a series of aqueducts, only to end up at the top of the falls again!

The Pilgrimage

Shambhala is about the path of warriorship, or the path of bravery, that is open to any human being who seeks a genuine and fearless existence. Warriorship is a continual journey. When the warrior has unwavering discipline, he takes joy in the journey…every step of the way.

From Shambhala: The Sacred Path of the Warrior

The journey of a thousand miles begins with a single step.
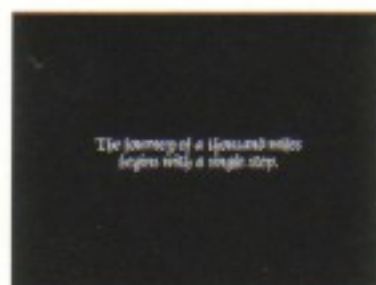
The Pilgrimage is designed to be the culminating experience of Heaven & Earth.

A Pilgrimage is a randomly ordered series of 108 steps that must be taken in the order presented to you, one at a time. The steps consist of brand new Illusion and Pendulum scenarios, single hands of the Card Game, and a number of inspirational poems known as Tantras.

Each aspect of Heaven & Earth is an entertainment – whether the Card Game, the Illusions or the Pendulum. But they are also practices – mental practices that require understanding, insight, discipline and perseverance to master.

Your progress in a Pilgrimage is represented by the number of squares filled in on the Pilgrimage Shambhala screen. There is one square filled for each of the 108 steps of the Pilgrimage.

How to Embark on a Pilgrimage

To embark on a Pilgrimage, you need not have mastered all three aspects, but you will be better prepared for what you will encounter on a Pilgrimage if you have experience.

Select the Palace near the center of the Gateway screen and the Pilgrimage Shambhala screen appears and a Welcome Pilgrim window.

Each time a player embarks on or returns to a Pilgrimage, the Welcome window will display the following options:

Gateway

Selecting Gateway returns you to the Gateway screen.

Players

Selecting Players opens a Player's option window with the following options:

New
Opens a Name the Player window with the word "Player" highlighted. You can name a new player by typing the name and then selecting Save or pressing the Return key.

Open
Opens a window listing saved games (if any). You can open a saved game by double-clicking on the name or selecting it and then selecting Open or pressing the Return key.

Cancel
Closes the Player's option window and returns you to the Welcome window.

Continue

Selecting Continue starts you on your journey. If you are a returning Pilgrim, the Welcome window will also indicate your progress after your name. Selecting Continue will then take you to your next uncompleted step.

Note: You cannot change a player's name while on a Pilgrimage. If you wish to change players, you must return to the Gateway screen and re-select the Pilgrimage palace icon and change names when the Welcome window appears. A new player will begin on the first step of a new Pilgrimage. Opening a saved game will display the progress of that player and continue on to that player's next uncompleted step.

Command Keys

The following command keys can be used within the Pilgrimage:

⌘ G   Returns you to the main Gateway screen
⌘ Q   Returns you to the desktop
⌘ R   Restarts the current scenario
⌘ Z   Undoes previous move (where available)

Pilgrimage Menu Bars

Within the Pilgrimage scenarios, clicking on the top of the screen displays a Menu bar with the following options: , File, Edit, Options and Pilgrimage.

, File, Edit and Options Menus

The options available will be the same as they are for the individual Pendulum, Card Game and Illusion scenarios.

Pilgrimage

Selecting Pilgrimage displays the following options:

Restart   ⌘ R
Restarts the current Pilgrimage scenario.

Help
Opens a window with information about the Heaven & Earth Pilgrimage.

The Steps of a Pilgrimage

The 108 steps occur in a random order each time a different pilgrim embarks on a Pilgrimage; thus, every pilgrim takes a different path. Steps within any given Pilgrimage must be taken one at a time, and in

the order they appear. You cannot bypass a step – you must complete the current step before you can move on to the next one.

After you solve each step, a section of the Shambhala screen is enhanced and a window appears indicating the steps you have completed and the following options:

Gateway
Returns you to the Gateway screen.

View
Clears the window so you can look at the screen without obstructions.

Continue
Takes you to the next step in the Pilgrimage.

When you have completed the 108th – and final – step of your Pilgrimage, you will see your visual reward in its entirety.

Each step begins with a message and the steps will be one of the following four types:

Heaven & Earth Cards (Total of 30 steps). The Pilgrimage version features a single 12-card hand rather than the full four-hand game. The goal is to create tricks that earn the highest possible point total. The goal score that must be achieved is displayed in the Info Bar.
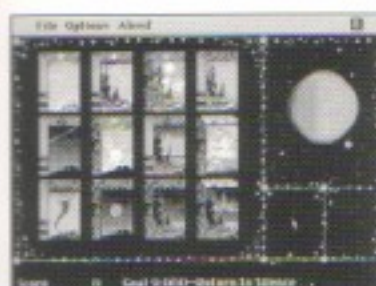
The Illusions (Total of 48 steps). The Illusions scenarios that you encounter in a Pilgrimage represent each of the 48 levels (12 types, 4 levels each) that you encountered in the Illusions portion of

Heaven & Earth. These are 48 new scenarios created especially for the Pilgrimage.
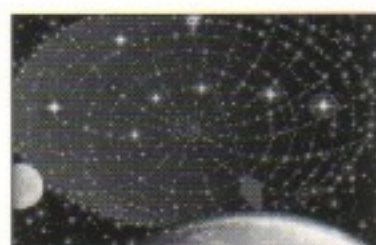
The Pendulum (Total of 12 steps). You will find 12 entirely new Pendulum scenarios to master in the same manner as the Pendulum portion of Heaven & Earth. Each scenario takes place in a Heaven & Earth bowl created especially for the Pilgrimage.

The Tantra (Total of 18 steps). The Tantra are poems of inspirational grace and wisdom. A Tantra is for you to enjoy; it does not require mastering. After you read a Tantra, click the mouse button to go to the Shambhala screen. Reading the Tantra is regarded as completing a step in the Pilgrimage.

The Cards, Illusions, Pendulum and Tantra appear in an order created especially for your Pilgrimage. You might start with several Card hands, solve two Illusions, complete a Pendulum and then receive a Tantra. Another pilgrim might start with one Illusion, solve a Pendulum, receive a Tantra and then play three Card hands – the order of the Pilgrimage steps is completely unique to the pilgrim.

Take your time on the Pilgrimage. If you've started a Pilgrimage, you are not required to stay on it. You can return to the main part of Heaven & Earth and continue to work on any Illusion, Pendulum or Card Game you may not have mastered. You can then pick up where you left off on your Pilgrimage whenever you feel comfortable with your skills and understanding.

Finishing a Pilgrimage

After you have successfully completed a Pilgrimage (all 108 steps), you should leave your current player file by selecting Players from the File menu or on the Welcome Player Pilgimage screen. Select New and enter a new name to establish a new player file.

Each player file holds a limited amount of information. As you complete each step of the Pilgrimage, the file grows in size. When you have completed a Pilgrimage, for optimal performance close the current player file and start a new one.

Appendix A: Troubleshooting Guide

Problem: The program doesn't install properly.

■ Do you have the necessary equipment as listed under "Equipment Requirements"?

■ Is each component of your computer system (computer, monitor, hard drive, etc.) plugged in securely? Turned on?

■ Did you follow the installation process step by step?

■ Did you select the installation format appropriate to your system hardware?

■ Does your system have the necessary RAM as listed under "Equipment Requirements"? If you have less than 574K of free RAM, the installer program will give you the message: "There is not enough RAM to run the installer."

■ Does your hard drive have enough space available to complete the installation? If you have less than the required amount of space on your hard drive, the installer program will give you the message: "There is not enough space available on this volume to install the files."

■ Are the floppy disks damaged? If a disk is damaged you will get the message: "The FILE (files) cannot be installed." If your disks are damaged please refer to Appendix B: Buena Vista Software Customer Service, for information about replacement of damaged disks.

■ Did you open and/or alter anything in the installer control files? If the installer file is damaged you will get the message: "The installer files are damaged." Please refer to Appendix B: Buena Vista Software Customer Service, for information about damaged disks.

Problem: The program doesn't run properly.

■ After the install process was complete, did you remove any files or folders from the H&E Resources folder?

■ Are you running under the same system that was used to install the program?

■ Do you have any peripheral devices on your system (modems, scanners, CD-ROM digitizers, etc.)? Did you change or add any peripherals after installing the program? Some of these devices may be trying to use the same hardware interrupts, keeping the program from loading. Try unhooking any unnecessary peripherals, rebooting the computer and re-installing the program.

■ Did you carefully answer the copy protection question? If you answered the question incorrectly, you are returned to the desktop.

Problem: I've checked all of the above and the program still doesn't install.

■ If you are still having trouble installing Heaven & Earth, disable all INITs such as screen savers and virus checkers, restart your Mac and re-install.

Problem: The mouse isn't working as expected.

■ Is the mouse plugged into your computer securely?

■ Are you trying to use the mouse in ways not indicated under the Help section of the program?

Problem: The sound warbles, breaks up, or is missing.

■ Does your system have an accelerator board? (See the section on Accelerator Boards under "Equipment Requirements.")

■ Is the Sounsd option turned off under the Options Menu? (Options that are active (on) have a checkmark next to them.)

■ Is the Sound setting on your Control Panel turned down?

■ Is the "H&E Sounds" file in your "H&E Resources" folder?

Problem: Colors do not appear as expected.

■ Are your monitor's contrast, color and tint controls properly adjusted?

■ Are your monitor cables securely attached?

■ Is the Monitor color setting on your Control Panel properly set for your system?

■ Have you changed your monitor's color mode? The color versions of "Heaven & Earth must run in the 256 Color mode.

Problem: The program runs slowly.

■ Increasing the application size by an additional 500K to 1000K of RAM will result in improved performance of the program when moving between the various aspects of the game. To increase the application size, select the application when it is not active, choose Get Info from the File Menu and then change the application size when the window appears.

■ If you have a lower-end machine, you might try installing an accelerator board.

■ If you are running under System 7, turning the virtual memory off will speed up the game.

Problem: The name of a saved game does not appear when opened.

■ Is the name of the saved game more than 20 characters? Try eliminating some letters from the name at the desktop and re-opening the program.

Problem: I have to pass the copy protection every time I open the program.

■ Are you opening the program from the Heaven & Earth application icon? Some computers will trigger the copy protection when you open the application from saved game icons. Try opening the game from the Heaven & Earth icon and then selecting the saved game from within the program.

Problem: I get a multi-colored screen after closing a desk accessory.

■ Are you running under system 6.x? Are you running under MultiFinder? Do you have the Hide in Background option under the Preferences option turned off? If the answer is "yes" to all these questions, then you will get a multi-colored screen for 1 to 3 seconds. This is caused by a memory limitation and does not affect game play.

Questions and Answers

Here are answers to some of the questions you might ask:

Q: When I initially install Heaven & Earth, how many files are copies onto my hard drive?
A: 9 files will be copied to your hard drive. (Installing more than one format will increase this number to 14 for two formats and 19 for three formats.)

Q: Are there any files in the Heaven & Earth folder that I can eliminate to save room on my hard drive?
A: When you select the installer format, the installation program copies and decompresses only those files necessary for the selected format. Removing any of these files from the folder will effect the play of the game. The program is designed to allow you to keep only the files you want to use. The files necessary for playing the different aspects of "Heaven & Earth" are as follows:

The Pendulum   H&E**-Pendulum"
The Card Game   H&E**-Card Game"
The Illusions   H&E**-Illusions" and "H&E Scenarios"
The Pilgrimage   All of the above files plus "H&E Pilgrimage"

Note: Removing the Sounds file will save you approximately 700K and the program will still be playable but you will receive none of the sound "cues" that are helpful, if not essential, to the program.

Q: Should there be a delay between the appearance of the opening screen and the thunderclap?
A: Yes, between 3 and 10 seconds.

Q: It takes a long time for some of the graphics in the program to come up. Why?
A: Heaven & Earth contains large amounts of graphics. Some machines may require a few seconds to load all of the graphics for a scenario.

Q: My disks are defective. What do I do?
A: Read Appendix B: Buena Vista Software Customer Service. You will find information on our 90-day return policy. You may also consider returning to the store where you purchased your disks for an exchange.

Q: Some of the options under the Edit menu are always ghosted and unavailable. Why?
A: The Edit Menu options on the Macintosh are a Macintosh system standard. Therefore, the unnecessary options were ghosted rather than removed.

Q: While playing Illusion games, I dragged a playing piece off the playing area and lost it. How do I get it back?
A: If a playing piece is dragged off the playing area you can usually retrieve it by selecting the area it lies beneath and dragging it back. If the piece is under an icon or other game information data, however, you will only be able to retrieve the piece by choosing "Restart."

Q: While playing the Pendulum, my screen saver sometimes flashes. What should I do?
A: Some screen savers are activated by dragging the cursor to a corner of the screen. If your screen saver is interrupting your game, disable your screen saver while playing (or try changing the screen saver "trigger" location).

Q: How do I install more than one format on my hard drive?
A: If you want to install more than one format of Heaven & Earth, first create a unique folder (e.g., **H&E 12" Color**, **H&E 13" Color**, or **H&E B&W** rather than **Heaven & Earth**) for each format on your hard drive. Then repeat installa-

tion steps 1 through 4 for each format, each time selecting the unique folder name (during step 3) for the format you're installing.

Q: Heaven & Earth is opening in black and white when it should be in color. Why?
A: If you installed more than one version of Heaven & Earth and one was the black and white version, be sure to start Heaven & Earth by double-clicking on the Heaven & Earth application icon for the color version. Do not start the program by double-clicking on the saved game icon. When you launch Heaven & Earth from a saved game icon, it might open in the black and white mode.

Appendix B: Buena Vista Software Customer Service

Getting Help

Do you have a problem that you can't solve? Want to learn about future software releases? Then contact our Customer Service staff. There are five ways to contact us: calling, writing, faxing or using a modem to get on our Bulletin Board System or CompuServe. If you are looking for solutions to "Heaven & Earth" scenarios, please refer to Appendix C: How To Get Solutions.

Calling

You can call Buena Vista Software Customer Service at (818) 562-1732, Monday through Friday from 8:00 a.m. to 5:00 p.m. (Pacific Time). We'll be happy to answer any questions you have.

If you have a technical problem that you need solved, please have the following information ready before you call:

■ The name of the program you are using.

■ The type of computer you have.

■ The system you are using.

■ Whether you are running under MultiFinder.

■ The type of hard drive and the memory available.

A detailed description of the problem you are having. The more information you can give us on how the problem occurred, the faster we can find a solution. If possible, please be at your computer before you call. If we need to give you step-by-step instructions, you can try them out as they are given.

Writing

We encourage you to write. It gives us a chance to answer your questions and pass along any tips we may have about the program. We also welcome any comments you might have about our product. If you are writing to us about a technical problem, please include all the information listed under "Calling."

Buena Vista Software
Attn: Customer Service
500 South Buena Vista Street
Burbank, CA 91521-6385

Faxing

If you have access to a fax (facsimile machine), you can fax us messages at (818) 846-0454. If you are faxing us about a technical problem, please include all the information listed under "Calling." Be sure to address the fax to "Customer Service."

Using Our Bulletin Board

If you own a modem and communication software, you can call the Buena Vista Software BBS at (818) 567-4027. To use the board properly make sure your communication parameters are set to **8, N, 1** (8 for 8 data bits, N for no parity and 1 for 1 stop bit), terminal type is set for **VYT107** and VT Mode is **ANSI**. The BBS supports modem speeds from 300 to 9600 baud. The Buena Vista Software BBS is a free 24-hour service for our customers. It provides private electronic mail (e-mail) and public message areas, files for downloading to your computer and other surprises. Demos of our other titles and information on upcoming releases are also available on the BBS.

CompuServe

We have on-line customer support in the Game Publishers Forum on

CompuServe. To access it, type **GO GAMPUB** at any "!" prompt. To read messages to and from Buena Vista Software, select the **Messages** menu choice and then select the **DISNEY/BUENA VISTA** section. To download files, select the **Libraries** menu choice and then choose the **DISNEY/BUENA VISTA** library.

If you're not a CompuServe member and would like to be, you can call CompuServe toll-free at 1-800-524-3388. Ask Representative #362 for your free introductory membership and $15 usage credit. Besides on-line support of Heaven & Earth and our other Buena Vista Software products, CompuServe offers many other services, including travel, reference, libraries, communications, hardware/software support and more.

Disk Replacement

If your disks are defective and you need to return them for a replacement set, please mail us only the disks (don't mail the packaging or other materials) with your name, return address, and a description of the problem with the disks to:

Buena Vista Software
3333 N. Pagosa Court
Indianapolis, IN 46226

We'll replace your disks at no charge within ninety (90) days after purchase, provided you've mailed in your warranty card. If you didn't mail in your warranty card, there is a replacement fee of $10.00. Please allow 3 to 4 weeks for delivery.

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Appendix C: How to Get Solutions

Because of the complexity and the tremendous number of puzzles in Heaven & Earth, Buena Vista Software's Customer Service staff will be unable to provide solutions to these puzzles.

The solutions to all puzzles are available in a book called *Heaven & Earth: The Official Strategy Guide* published by Prima Publishing. You can order this book through the enclosed coupon offer. If you can't find the coupon, please call us at (818) 562-1732.

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