

A quiet weekend in ●

# Capri

"Think Myst but in a real location."

- **Quandary**

"This game deserves an award of excellence."

- **Just Adventure**



## TABLE OF CONTENTS

Introduction .....	2
System Requirements .....	3
Installation Instructions .....	4
Uninstall Instructions .....	5
Screen Area/Resolution .....	6
Playing the Game .....	7
Gameplay Functions .....	8
Tech Support .....	16
Product Warranty .....	17

## INTRODUCTION

### *The Game*

A Quiet Weekend in Capri is a first person, point and click, highly non-linear adventure game, set on the island of Capri. It includes 4,500+ images, and features unique interaction with the real characters of the island.

You are a tourist visiting Capri for the first time, with a ticket for the boat, a credit card, some local money, an empty travel notebook, and a reservation for the Hotel Quisisana. You board your boat for Capri, your eyes scanning the horizon. In the distance you see the cliffs of the island looming ever closer. Finally, you dock and exit the boat with the rest of the tourists. A taxi drives you close to the famous Piazzetta. You pay the driver and start walking down the crowded, noisy streets. You stop at a magazine stand asking for directions to the hotel. Here, you also pick up a map of the island. With the map, you leave and follow the directions you are given, finally coming to the steps of the hotel. Suddenly, something strange happens. You are still near the door of the Hotel Quisisana, but all other tourists have disappeared! Looks like somebody or something is plotting against you. Your vacation now seems ruined, but, luckily, you have the notebook with you...

### *The Sightseeing/Cultural Tour*

You navigate the large pedestrian area of the island of Capri as though you are really there for a weekend. While you walk, the voice of an invisible tour guide talks about the history and the beauties of the island. Along the way you meet up with many characters who tell you additional facts. The pictures, as well as the characters and the sounds, are original of the island. The taxi driver and the newsagent you encounter, the birds and the bells you hear, the cicadas singing at the beginning of the descent to the Faraglioni, the paths you walk through, and the landscapes you see are the same as if you were really visiting Capri.

The shots include astounding sightseeing views, gardens, seashores, churches, monuments, villas, paintings and old Roman ruins. They appear as you walk through the island, while the music of an original soundtrack plays along.

You may want to take the tour before playing the game to familiarize with the island of Capri, or you may decide to take the tour at the end of the game, when you finally will enter the Hotel Quisisana to start your vacation. Note that all information to solve the game are contained in the game itself. You do not need to take the tour to solve the game.

## SYSTEM REQUIREMENTS

### *Minimum System Requirements*

Windows® 98SE/ME/2000/XP or Windows® 98 equipped with WindowsMedia® Player, XGA monitor with true Screen Area/Resolution 1024 x 768 (standard screen) or 1280 x 800 (wide screen) and 16 millions of color, 740 MB free Hard Disk space, CD-ROM reader 16X, 64M DRAM, Soundblaster™ Live Player 1024 or equivalent Audio card

### *Suggested System Requirements*

Windows® XP, XGA monitor with true Screen Area/Resolution 1024 x 768 (standard screen) or 1280 x 800 (wide screen) and 32 millions of color, 800 MB free Hard Disk space, CD-ROM reader 48X, 120 MB RAM, Soundblaster™ Live Player 1024 or higher

## INSTALLATION INSTRUCTIONS

- Manually set your computer screen resolution to 1024 x 768 for optimal performance (standard screen) or to 1280 x 800 (wide screen).
- Make sure the Minimum System Requirements are met.
- Close all applications, including screen savers and anti-virus software that may interfere with the installation procedure.
- Insert A Quiet Weekend in Capri Disk 1 in the CD-ROM reader. The installation should start in autorun.
- If this is not the case, find setup.exe in Disk 1 and double click on it.
- Read and accept the End User License Agreement.
- At the installation, the Readme file is available for review. The game will be installed in the folder C:\Program Files\GGE\A Quiet Weekend in Capri by default, or in another drive and folder at your choice.
- Follow the installation procedure up to successful installation.
- At the end of the installation procedure, you need to reboot your computer.
- The game is in the GGE folder, accessible from the Start button on your Windows® menu.

## UNINSTALL INSTRUCTIONS

To uninstall the game, use Add/Remove Programs in the Control Panel.

*Note:* When removing the game, in Windows® ME/2000/XP, the configurations saved during both the game and the sightseeing/cultural tour are not deleted. They are kept in the folder C:\Program Files\GGE\A Quiet Weekend in Capri to be used for further installation. If you wish, they can be removed by deleting completely the GGE folder.

In case you need for any reason to format your hard disk and reinstall the operating system, the following procedure will allow you to restart the game where you left it last time you played.

In Windows® ME/2000/XP, before formatting the hard disk, remove A Quiet Weekend in Capri using Control Panel. In the folder C:\Program Files\GGE\A Quiet Weekend in Capri, few .txt files will be kept. Copy all these files on floppy disk or other media. In Windows® 98, copy all text files in floppy disk/other media before uninstalling the game.

After reinstalling the operating system, install again A Quiet Weekend in Capri and overwrite the .txt files in C:\Program Files\GGE\A Quiet Weekend in Capri with the content of the floppy disk/other media. You will be able to start both the game and the sightseeing/cultural tour from the saved configurations.

## SCREEN AREA/RESOLUTION

For computers with Standard Screen, you must properly set the Screen Area/Resolution to 1024 x 768, through:

Start -> (Settings) -> Control Panel -> (Appearance and Theme) -> Display -> Settings -> Screen Area/Resolution.

- For computers with Wide Screen, the best results are obtained setting the Screen Area/Resolution to 1280 x 800.

*Note:* When Large or Extra Large Fonts are selected and/or when DPI (Dots per Inch) is greater than 96 the actual Screen Area/Resolution may be modified.

It is recommended that you set your computer as follows. The steps may slightly change according to your particular Windows® operating system.

- Select Start
- (Select Settings)
- Select Control Panel
- (Select Appearance and Themes)
- Select Display
- Select Settings
- Set Screen Area/Resolution to 1024 x 768 for standard screen or to 1280 x 800 for wide screen
- Set number of colors or the color quality the highest possible
- Select Advanced
- Select General
- Set DPI setting to Normal (96 dpi) and/or Font size to Small/Normal Fonts

- (Select Appearance)
- (Set Font size to Small/Normal Fonts)
- Reboot your computer

## PLAYING THE GAME

- Close all other applications.
  - Set the Screen Area/Resolution to the appropriate setting.
  - Insert A Quiet Weekend in Capri Disk 2 in the CD-ROM reader. Click on: Start -> All Programs or Program Files -> GGE -> A Quiet Weekend in Capri.
- Select:
- ~ *The Union Jack for characters' language in Italian and English subtitles*
  - ~ *The U.S. flag for full American-English version*
  - ~ *The Italian flag for full Italian language version*
  - The first time you play the game, click on Player's Name and type-in your full name.
  - If you wish to play the game, click on Adventure Game.
  - If you prefer to take the tour, click on Sightseeing/Cultural Tour.
  - On the next screen, select Actions, then read the Instructions. Almost all game operations are performed by just clicking with the left side button of the mouse.

- Use the keyboard only when input data are requested by the game.
- Click on Start from the beginning.

*Enjoy yourself!*

*Note:* You cannot switch from the game to the tour or vice-versa without exiting the current program.

### **Helpful Hint:**

If you need a "walkthrough" one is available online at:  
[www.GotGameEntertainment.com/capri/walkthrough](http://www.GotGameEntertainment.com/capri/walkthrough)

## GAME PLAY FUNCTIONS

### Main Screen Icons

On the main game screen, you have many icon buttons handy for easy navigation and control of the game functions, without changing the screen.



**Notebook.** All sentences spoken by the characters during the game are automatically recorded in the Notebook. You do not need to take any written notes.



**Up and down yellow arrows.** Click to browse the notebook.



**Help.** This icon allows you to display the rectangular areas where the cursor is active for some actions to be performed (move, look, grab, push, pull, touch). This way you may easily identify the hot spots in the scene.



**OK.** This icon appears when you click on Help. When clicking on OK, the active areas disappear. The scenes appear clean, but the game becomes more difficult to solve.



**Music.** This button is present only when music is played. Click to gently fade out the music if you don't want to hear it. Note that the environmental noises, the tourist guide's voice and the characters' comments cannot be shut off.



**Services.** This button opens the Service Screen and its associated functions



**Again.** Click to hear again the sentence just said.



**Bag.** This button gives you access to the Inventory Screen.



**Camera.** When the camera is available, click to take a picture of the current scene. The camera may be loaded with a new film as many times as needed, but each film contains only 12 shots.



**Scene.** Click on this icon to display the scene number. The scene numbers may help you in building a picture map of the territory or to identify a critical place. However, the game can be solved by not displaying the scene number.



**Capri map.** Once you get a map, this icon is present on the Main Screen of the tour or in the Inventory Screen of the game. Click on the map to get information on the island. Zooming to a detailed street map allows better reading of street names.



**U're here.** Click on this icon to look at the map of the territory where you are currently located. A small red blinking square shows your current position on the map. This is very helpful to remain oriented in the large pedestrian Capri area where there are plenty of narrow alleys and short streets. While in the map, you will also notice small blue squares. Each square shows the location of a character you have already met. As you move the cursor over one of these blue squares, the name of the corresponding character appears. If, at the same time, you open your notebook, one of the sentences said by the character is displayed. The other sentences can be found by clicking on the yellow arrows near the notebook. To recall both the location of the characters and the words they said is very helpful. In fact, many characters disappear if they do not have anything else to say. Notice you may navigate through the maps in the U're here mode by clicking on small arrows around the single maps.





**GO.** Click to exit the U're here mode to come back to the original scene.


### Main Screen Navigation


Click with the left side button of the mouse for practically all operations of the game. The keyboard must be used only when the game's plot asks for typing input data. However, *never* press Enter. In all other cases it is recommended not to use


the keyboard because undesired functions may be activated. It is also recommended to wait for the effect of each click before clicking again on any button or any area. Navigation is performed by clicking on active areas on the scene. The cursor changes its shape to blue navigation arrows anticipating the direction of the move or of the view.


 go ahead/up or look ahead/up


 go left or look at left


 go down or look down

 go or look at right


 go down left or look down left

 go up right or look up right

 go down right or look down right

 go up left or look up left

The cursor will change its shape, also anticipating an action to be performed:

 Look closely



Grab an object



Push with a finger



Push, pull, touch with a hand



Area where an object has to be used

On the game screen, there are two additional buttons for navigation:



**Turn.** This button is used to turn your viewpoint to see what is at your back, or to start coming back where you came from. In some scenes it is not available.



**Back.** This button allows you to come back to the previous scene. In some scenes it is not available.

## SERVICE SCREEN

On the Service Screen, you control the game and get useful information.



**Start.** Click on this icon to start or to resume the game. Three options are presented:



**From the beginning.** You start your game or your tour from scratch.



**From where you are.** Resume the game or the tour exactly when you left it before going to the Service Screen.



**From Save.** Click on this icon, then click on one out of 6 save slots to load the game. The last slot used to save a game appears slightly larger.



**Jumping to or walking from.** Click on this icon then click on one out of 7 images to jump, without walking, to 7 predefined locations in Capri. At the very beginning of the game, to force the player to get oriented in the small streets of Capri, the jumps are not available. After a while, the jumps become generally available, except when the player is in situations where a jump is not appropriate. Use the jumps with caution. Some objects are visible walking in one direction only. Useful information may be found only while walking. In the tour, the 7 jumping locations are always available.



**Save.** A Quiet Weekend in Capri is a highly non-linear game with infinite different ways to converge toward the solution. The game has six (6) save slots. Click on Save, confirm and click on one out of 6 save slots to save the game. The last slot used to save a game appears slightly larger. You cannot have more than 6 saved games simultaneously. Despite its non-linearity, the game is designed such that the player, whatever she or he does, continuously progresses toward the solution. Therefore 6 memory slots are largely sufficient. There are only three key points where it is recommended to save the game:

**Before using the Fruit Converter.** Failing to properly use the fruit converter may lead to a waste of time in finding and picking up again the lost fruits. You can reuse the memory slots as soon as you get the Capri cake.

**Before any interaction with Mata Haprik.** Failing to solve this puzzle may lead to

the only possible dead end of the game.

**Before using the Time Machine.** Failing to solve this puzzle may lead to an "almost" dead end. It would be very time consuming to come back again to the same point.

*Note:* The Tour has only one save slot, because there are no critical points. Enjoy the walk without having to solve any puzzle or mystery.



**Instructions.** Click on this icon to get on-screen instructions of the functions available.



**Prologue.** Click on this icon to read the prologue of the game.



**Credits.** Click on this icon to see the credits and to read other general information on the game.



**Designers.** Click on this icon to get information on the designers of the game.



**Exit.** Click on this icon to exit the Game or the Tour.

## INVENTORY SCREEN (Bag with Objects)

On the Bag with Objects Screen, all objects found and collected in your bag are



available. You may select one object just by clicking on it. This screen is not just a display of the available objects. It is often possible to operate and to interact with the objects without exiting this screen. There are several cases in which you can use two or more objects: putting one object into another, or adding one object to another to form a more complex object, or transforming one or two objects in another using another object. Sometimes it is impossible to separate two objects once they are joined together. In other cases the objects are either separated automatically or by using the button “Cancel Selection/Rearrange” (see below). In few cases some objects may be (temporarily) hidden or destroyed (don’t panic).

A few icons are available to handle the objects:



**Examine Object.** Click on this icon to zoom at one object. If the object is a book with many pages, or it includes other objects, it may be browsed or the different objects may be separated just clicking on the right and left yellow arrows, aside the label “turn”. The yellow arrows and the label “turn” appear only when the object has multiple views to be examined.



**Turn.** Most of the objects can only be viewed when zoomed, but a few objects can be operated while they are zoomed.



**Use on scene.** Pick up an object to be used on the scene before coming back to the where scene you want to use it.



**Cancel Selection/Rearrange.** Click on this icon to cancel a previous selection or combination of objects, or to place the objects at their place on the screen before the next operation.



**Back to scene** (yellow arrow, black square). Click on this button to return to the main screen.



**Back to the bag** (red arrow, black square). Click on this button to return to the bag.

## TECHNICAL SUPPORT

In case of problems, please follow this procedure:

1. If you get stuck and need help figuring out the puzzles and proceeding in the game, try using the “walkthrough” which is available online at:  
**[www.GotGameEntertainment.com/capri/walkthrough](http://www.GotGameEntertainment.com/capri/walkthrough)**

2. Read the Frequently Asked Questions in the file **C:\Program Files\GGE\A Quiet Weekend in Capri\Readme.rtf** and take actions accordingly.

If you cannot find the answer to your problem in the file:

3. Visit the site **[www.weekendcapri.com](http://www.weekendcapri.com)** and look for suggestions and hints.

If you cannot find the answer to your problem on the website:

4. Describe the problem in details, specifying your computer configuration, your operating system, when and where exactly the problem has occurred. Send an e-mail to **[support@weekendcapri.com](mailto:support@weekendcapri.com)**. Please use **CAPRI SUPPORT REQUEST** for your subject heading.

## PRODUCT WARRANTY

### *Limited Ninety-Day Warranty*

Got Game Entertainment, LLC ("Got Game") warrants to the original purchaser of this software product that the disc and manual ("the product") to be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. If the product is found to be defective within ninety (90) days from the date of purchase, Got Game agrees to replace the product free of charge upon receipt of the product at its service center, postage paid, with proof of purchase. This warranty is limited to the product originally provided by Got Game. This warranty shall not be applicable and shall be void if, in the judgment of Got Game, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Got Game.

Returns Within Ninety-Day Warranty Period.

Please return the product to the original point of purchase along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number or send the product along with the previously described items to:

Attn: Warranty

Got Game Entertainment, LLC

P.O. Box 1251

Weston, CT 06883

## EPILEPSY AND SEIZURES WARNING

*PLEASE READ THIS NOTICE BEFORE YOU OR CHILD USE ANY VIDEO GAME*

Certain people have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. Such people may experience seizures while watching some kinds of television pictures or playing certain computer games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition.

If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g., a seizure or loss of awareness), please consult your physician before using any computer games.

We recommend that parents observe their children while they play computer games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, discontinue use immediately and consult your physician.

## **SPECIAL THANK YOU**

"Very special thanks to Laura MacDonald of GameBoomers who helped make the publishing of this game a reality, and to Beverly Cambron for her outstanding support even from 5,000 thousands miles away."

## **ANACAPRI COMING SOON!**

Look for the sequel to A Quiet Weekend in Capri in the very near future. Visit [www.GotGameEntertainment.com](http://www.GotGameEntertainment.com) for the latest information.

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