

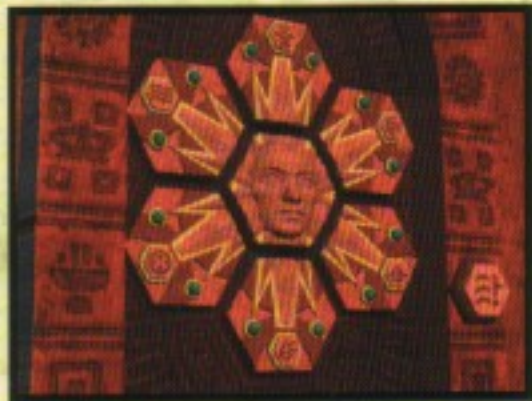
DUST™

A TALE OF THE WIRED WEST



FIVE DAYS. ONE TOWN. NO LAW.

You're stranded somewhere on the digital frontier. On the run—without a friend, a gun, or a past. Just over the horizon is the key to your survival—in the form of Diamondback, a scruffy Old West outpost in 1882 New Mexico.



So begins *Dust*:

A Tale of the Wired West. With more than 35 talking characters, dozens of puzzles, and an easy-to-use interface, *Dust* is a CD-ROM adventure like no other.

Amble down Main Street. Belly-up to the bar. Battle gunslingers. Help Native Americans recover their stolen heritage. Whatever you do is up to you. But when rumors surface of lost Spanish silver, mayhem follows. Can you save a hard scrabble band of pioneers from themselves? Or will you succumb to temptation in a town where you are the only law? Boot up and find out.



Minimum Requirements:

For Windows

- ◊ Windows 95™, Windows™ 3.1, or Windows NT™ 3.51
- ◊ 486 or faster processor recommended
- ◊ 8 MB RAM
- ◊ Double-speed or faster CD-ROM drive
- ◊ Super VGA with 256 colors
- ◊ 100% Windows™ compatible sound card

For Macintosh

- ◊ System 6.0.7 or greater
- ◊ 68030 or faster processor recommended
- ◊ 8 MB RAM
- ◊ Color Macintosh
- ◊ Power Macintosh native
- ◊ Double-speed CD-ROM drive

5TE Entertainment



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GETTING STARTED

Installation

For installation, please refer to the *Installation and Troubleshooting Guide* that accompanies *Dust*. If it is missing, double click on the *readme* file on the *Dust* CD. This file contains a copy of the *Guide*, which you can print out (or call CyberFlix technical support: 423-546-7846; fax: 423-546-0866; e-mail: cyberflix@aol.com or cyberflix@cyberflix.com).

To Play DUST

After successfully installing *Dust*, insert the *Dust* disk in your computer's CD-ROM drive. Open the area where *Dust* was installed and double-click on the *Dust* icon to begin. You can skip the credits by using the Escape (Esc) key. Mac owners: Press $\text{⌘} - \text{.}$ (Command-period). Use these key commands to skip past conversation or animation sequences.

Getting Help

You can always get help by clicking on the **HELP** button located in the Control Panel (click on The Cow Skull located at the bottom of the Main Game Panel). For general help about the game, visit the Curiosity Shop. Its owner can give you clues if you get stuck.



Main Game Panel

This screen is displayed during normal game play. At screen bottom are the following displays (from left to right):

The Map icon is a map of Diamondback. Click on it to open. A red **X** indicates your position. Once in the map, click **OK** to close.

The Cow Skull hides the Control Panel. Click on it and you will jump to the Control Panel (see Control Panel).

The Bone. This picture changes and shows a **HELP** button, an item you have selected from your inventory, or an item you've just picked up. It shows what's currently in your hand. By holding down the mouse and dragging the item onto the main screen, you can give items to characters (see also Giving and Receiving Objects).

The Cowboy is your character, the Stranger. Clicking on him brings up a more detailed display of your character and everything you own on an Inventory Panel (see Inventory Panel).





Control Panel

Click on The Cow Skull (see Main Game Panel) and you'll find buttons that let you do the following:

SOUND LEVEL - To adjust the volume, click and drag the lever up or down.

SAVE - Click to save your game at the exact place you happen to be.

OPEN - Click to select and open your saved games.

QUIT - Click to quit your current game. You can also quit *Dust* at any time by simultaneously pressing the Control (Ctrl) and Q keys. Mac owners: Press **⌘-Q** (Command-Q).

HELP - Click to get help.

OK - Click to confirm changes and/or return to the Main Game Panel.

KEYS - Display the default setting of the directional keys that allow you to move about the town. To customize, click on each box and type the name of the desired key. You can also use the left (←), right (→), and up (↑), arrow directional keys on your keyboard.

CREDITS - Click button to show. You can get out of the credits by using the Escape (Esc) key. Mac owners: Press **⌘-.** (Command-period).

SUBTITLES - Click on box if you want to view the spoken dialogue of each character. Reclick to close.

Inventory Panel

Click on The Cowboy (located at the bottom right of the Main Game Panel). You will see a full-length image of him. This is your character, also known as the Stranger. The day and time are at the upper left of the screen. The amount of any money you have is shown at the upper right. Surrounding the Stranger are items you find and gifts you give. Clicking on an item highlights it and brings it to the Main Game Panel (see The Bone). When the item is highlighted, you can inspect it in more detail by clicking on the **EXAMINE** button. The **OK** button returns you to the Main Game Panel.



GAME PLAY TIPS

Movement.

Think of the mouse as your hands and the keyboard keys as your feet. To walk, press the left (←), right (→), and up (↑) arrow keys, or use the default keys as shown in the Control Panel (see Control Panel).

Giving and receiving objects.

Objects may be picked up or examined when you see the Hand icon. Also, use the Hand icon to point and click on doors you want to open or on other areas, such as signs, that you want to look at closely. To give an object to someone or place it somewhere, simply click on that object when it is called up on your Main Game Panel from the Inventory Panel and drag it onto that person or location. Click on an object to pick it up. It will instantly appear at the bottom of the Main Game Panel screen and be added to your inventory.

Talking to the characters.

Talk to the characters by clicking on them. A series of questions will appear. Choose what you want to ask by clicking on the appropriate question. Choose wisely. The first question may not always be the best one. Listen carefully. You can never be sure when someone will offer helpful advice or let a secret slip out!

If you don't understand what a character said, click directly on him or her to replay the last question and answer.

Skip past conversation with a character by using the Escape (Esc) key. Mac owners: Press ⌘ (Command-period). If you do this instead of clicking on a question, the conversation will end.

Save your games.

Saving allows you to begin later at the point where you've just finished, rather than having to start over.

Make money.

Like being in any strange town, having money helps. You will need to make some. Try a poker or blackjack game or the slot machine. Before

sitting down to a card game though, be sure to read the Saloon's "House Rules" posted inside on the back door.

For extra help.

Visit the Curiosity Shop on Main Street.

How to use your gun.

(Also see Main Game Panel and Inventory Panel). Through game play, find the gun and place it in inventory. Keep in mind that you have only six shots without reloading.

To Draw, Aim, and Shoot:

- 1 Click on the pistol to select it from your inventory.
- 2 Click **OK**. The screen will jump to the Main Game Panel. Your gun will appear at the screen bottom.
- 3 Click on the gun to draw it from its holster. An image of your hand aiming the pistol will appear in the foreground and the Pointer icon will change into a crosshair.
- 4 Move the mouse to aim the crosshair over the object you want to shoot.
- 5 Click the mouse to shoot.

To Load or Reload:

Reload when you hear a clicking sound.

- 1 Click anywhere on the pistol. The cylinder will flip open.
- 2 Move mouse to position the Pointer icon on the cylinder.
- 3 Keep clicking on the cylinder until it's reloaded.
- 4 When reloaded, click on the pistol. The cylinder will close.
- 5 You're now ready to shoot.



For more information and a history on Diamondback, its inhabitants, and their secrets, pick up *Dust: A Tale of the Wired West—The Official Strategy Guide*, published by Prima Publishing, available at most software retailers, or call 800-531-2343.

DUST

A TALE OF THE WIRED WEST

Accelerated for
Power Macintosh



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Dust:™ A Tale of the Wired West



**Installation, troubleshooting guide, and
registration mailer for the Macintosh®**

Welcome to DUST

Thank you for purchasing DUST. It's essential that you are familiar with standard Macintosh operations such as dragging the mouse, copying files, etc., before completing the installation procedure. This information is in the manuals that accompanied your Macintosh.

IMPORTANT. Make sure you open and read the file called "readme" on the DUST CD-ROM disk. This document contains any new information or updates that did not make it into this guide.

Notice to certain users:

USERS OF ANY SCREENSAVER:

All screensaving programs should be disabled before installing and playing DUST™.

USERS OF POWERBOOK 540c:

Be advised that there are sound-compatibility problems with the Powerbook 540c.

MOBIUS EXCELLERATORS:

This product is incompatible with Mobius Excellerators.

MEDIA VISION OR OTHER NON-MACINTOSH SOUND CARDS:

This product is incompatible only with Macintosh sound cards.

Requirements

DUST requires a color Macintosh or better, 8MB of RAM (4 available), 256 color monitor, hard drive, CD-ROM drive, and System 6.03 or later.

Installation Instructions

To install, simply copy the **Install** folder from the DUST CD to your hard drive by dragging this folder to your hard drive. Once copied to your hard drive, you may rename the folder if you wish. **...After DUST is installed, do not change the names of any of the files or folders because DUST may not work properly....**

Playing DUST

To play DUST, please consult the game-play guide on the DUST CD-ROM case.

Troubleshooting and Technical Support

General Note #1: Watch out for extensions that take up lots of memory or cause other problems. Extensions (also called INITs) are small programs that install themselves when your system boots up. To turn off an extension, you must remove the extension file from your system folder and restart your machine. DUST is compatible with most extensions so experiment to see if you can identify which one is causing the problem. The only

extensions that DUST requires are the CD-ROM driver that came with your CD-ROM drive and the Memory extension, so do not turn those off!

General Note 2: Anytime your computer is acting strangely, we suggest that you restart the machine. Be sure it is off when connecting SCSI cables or other hardware.

General Note 3: DUST offers extra features, speed, and sound when there is plenty of RAM. DUST will also take advantage of extra hard-disk space. Machines with 68030 and higher processors will display smoother arcade animation than 68020 machines. For these reasons, DUST may operate differently on different machines. Overall game play is not affected by these differences.

General Note 4: Before you contact us, please open and read the file called "readme" on the DUST CD-ROM disk. This document contains any new information or updates that did not make it into this guide. If problems persist call CyberFlix at 423-546-7846 between noon and 5 p.m. EST. Our fax line is 423-546-0866 and is the best way to contact us. Please have your system configuration, description of the problem ready, and the exact wording of any error messages from DUST.

If you have access to on-line services you can contact us for DUST updates, downloads, or information about CyberFlix and upcoming titles at the following locations:

Web Page: <http://www.cyberflix.com>

E-mail: cyberflix@cyberflix.com

(if you are on the internet).

cyberflix@aol.com (if you are an AOL user).

AOL site: use the "Keyword" cyberflix

Problem: DUST doesn't have enough RAM to start.

Solution 1: Be sure that you are not running any other applications. Don't run a spreadsheet and DUST at the same time.

Solution 2: Check the control panels that handle memory. Be sure the RAM cache is off or as small as possible. Be sure your computer is in 32-bit mode if possible (24-bit machines can access only 8 MB of RAM). Virtual Memory should be off as well.

Solution 3: Check for extensions that hog memory (see General Notes 1 above). Extensions that add sounds or graphics to your system take up lots of RAM.

Solution 4: DUST must have at least 4 MB to run. A Macintosh with 8192K (8 MB) memory usually allocates no more than 1500K to the System software, which should leave 6692K free for DUST. If your System software takes up more than 1500K and you only have 8 MB total then you should disable some of your extensions.

Problem: DUST runs slowly.

Solution 1: Check your extensions (see General Notes 1 above). Extensions that run networks or implement screen savers are sometimes quite slow.

Solution 2: Use the "large install" version of DUST. This will put more data on your local hard disk for faster access.

Solution 3: Give DUST more RAM. DUST will use all available RAM for caching and other speed and sound enhancements.

Solution 4: Check the performance of your CD-ROM drive. Most drives have an access time of at least 250 milliseconds or faster, and a data transfer rate of 300 K per second or faster.

Problem: I can't hear the sound.

Solution 1: Command-1 through Command-8 will set the sound volume. Be sure that the volume has not been accidentally set to zero.

Solution 2: If the external speaker jack is in use, the Mac's internal speaker will be deactivated. Turn on the external speaker or remove the jack.

Solution 3: Try saving the game and restarting your computer. If problems persist, please call CyberFlix (see General Notes 4 above).

Problem: DUST bombs or crashes.

Solution 1: Maybe your CD-ROM disk is dirty. Look at the disk in a strong light for any scratches or oily fingerprints that may be there. Clean the disk with mild soapy water, dry gently with a Kleenex (do not scratch!), and try again.

Solution 2: Some CD-ROM drives have trouble reading disks. The problem could be an old version of your CD-ROM driver extension. Get a new version from your CD-ROM dealer. Another problem is that some CD-ROM drives overheat or misread data.

Solution 3: Check extensions (see General Notes 1 above).

Solution #4: If problems persist, please call CyberFlix (see General Notes 4 above).

NOTICE:

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