



Stuck?
Call for the latest hints.
1-900-896-GAME

You must be 18 years of age or older or have parental permission to call. Touch tone phone required.
Pricing: \$.95/min for automated tips.

Call 1-800-774-6183 to order
the official Temüjin™ Hint Book

*One Research Drive
Cary, NC 27513
tel 919-677-4499
fax 919-677-3862
www.southpeak.com*

© 1997 SouthPeak Interactive LLC. © SouthPeak Interactive LLC. All rights reserved.
SouthPeak and Temüjin are trademarks of SouthPeak Interactive LLC in the U.S.A. and other countries.

The background of the right side of the image is a dark, atmospheric photograph of a woman's face, partially obscured by shadows and a blue light effect. To the right of her face is a large, stylized, yellow-outlined graphic of a traditional Mongolian or Tibetan ceremonial hat (a 'tamag' or 'tamga').

TEMÜJIN™

PLAYERS GUIDE

WHERE ARE YOU? WHO ARE YOU? YOU HEAR A SCREAM. WHERE DID IT COME FROM?

FOLLOW THE SCREAM. AS YOU WANDER THROUGH THE STEVENSON MUSEUM IN SEARCH OF ANSWERS, SNATCHES OF MEMORY FIGHT THEIR WAY INTO YOUR CONSCIOUSNESS. PIECE BY PIECE YOU WILL UNCOVER THE ANSWERS YOU SEEK.

BE CAREFUL. BE DISTRUSTFUL. SIFT THROUGH SOMETIMES CONTRADICTIONARY CLUES TO RECOGNIZE WHAT IS REAL OR ILLUSION. DISCOVER YOUR TRUE IDENTITY. FIGHT TO DETERMINE YOUR OWN FATE.

NOT ONLY IS YOUR LIFE IN DANGER, YOU MUST SAVE YOUR VERY SOUL!

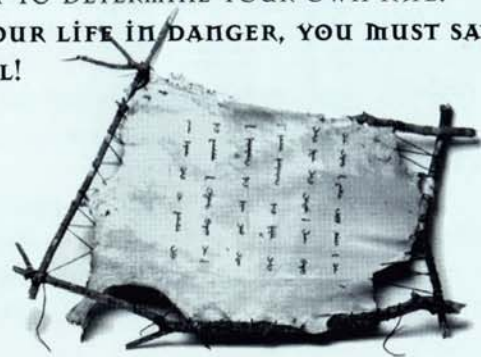


TABLE OF CONTENTS

Installing Temüjin™	
System Requirements	3
Windows® 95 Installation	3
Windows NT Installation	3
Playing Temüjin	4
The Interface	6
Saving and Restoring Your Game	7
The Cursors	9
SouthPeak Interactive	11
Video Reality™	11
Technical Support	12
Museum Map	13
Warranties	14

SYSTEM REQUIREMENTS

Windows 95

Pentium® 90 MHz processor (120 MHz or above strongly recommended)

16 MB RAM

16 Bit Windows Compatible Sound Card

Double Speed CD-ROM Drive (Quad Speed recommended)

30 MB of Temporary Space on C: /Drive

SVGA Graphics for 640x480 High Color (16 Bit)

2 MB VRAM strongly recommended

Microsoft compatible mouse

INSTALLING TEMÜJIN™

Windows 95 Installation

1. Start Windows 95.
2. Insert Temüjin disk into your CD-ROM drive.
3. Follow the on-screen instructions.

Windows NT Installation

1. Start Windows NT.
2. Insert Temüjin disk into your CD-ROM drive.
3. Follow the on-screen instructions.

Temüjin is a first-person adventure game. Through the magic of your computer - and Video Reality technology - you are the central character in this story. As you immerse yourself in the Stevenson Museum - and its many rooms, halls and passageways - you'll be drawn into a world of mystery, darkness and intrigue. Listen to the people you meet. Piece together clues. Solve challenging and convoluted puzzles. The more you do, the more you'll learn, and the closer you will come to learning the secrets behind the Capricorn head.

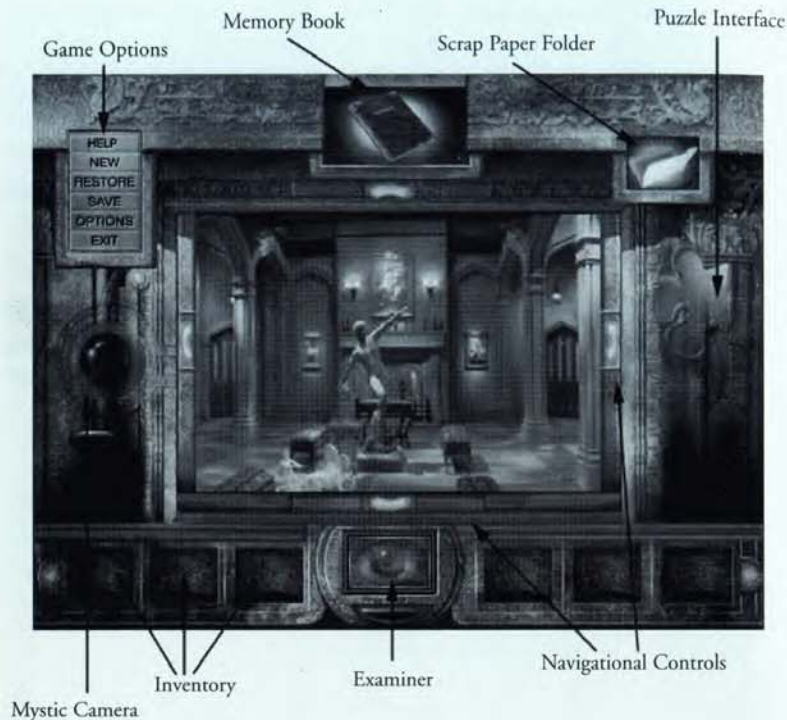
Go everywhere. Explore rooms, examine objects, find and solve puzzles. As you progress from episode to episode, go back to the places you went before. Doors that were locked may now be open. Things you found before can be used later.

Use the things you take to solve new mysteries and release the secrets buried within Genghis Khan's artifacts. If you can use an object somewhere, it will highlight when you pass over it. Some connections are obvious - others are not. You may have to combine two objects to create the one you need.

As the story unfolds, save the game wherever you wish. That way, if you are interrupted you can return to where you left off. But you won't want to leave the Stevenson Museum until you learn the terrifying truth about the ancient Capricorn head and the secrets of Temüjin.



THE INTERFACE



The Interface...Continued

HELP	Click on for assistance in playing the game.
NEW	Starts a new game.
RESTORE	Loads a previously saved game.
SAVE	Saves your current progress.
OPTIONS	Click on for settings.
EXIT	Click on to quit the game.

Inventory - The inventory is used to hold all the items that you may pick up during the game. By placing the cursor over an empty inventory slot and clicking the mouse button, you may drop the current object onto the slot. You may also swap the current object with an object in inventory by clicking on a slot that already contains an item. To remove an object from a slot, place the cursor over the desired item and click. You may scroll the inventory with the buttons at the sides of the inventory display windows.



The Examiner - The examiner is used to view items currently in your inventory in more detail. To do this, remove an item from inventory by clicking on it, then place the item over the center box with the closed eye and click. Once the examiner is displaying the closeup of this item, you may pick up another item from inventory and attempt to interact with the item in the examiner. If you move that item over a spot of interaction, the cursor will start to glow, indicating that you can click there and perform an action on the item in

the examiner. Also, clicking on the item in the examiner while not holding any other items may result in some interaction, indicated by the cursor turning into the pointing hand. If an item is currently being examined and you click on the eyeball while holding another item, the items will swap places. To close the examiner, click anywhere outside the viewport.



Scrap Paper Folder - The scrap folder is used to view pieces of paper (letters, receipts, etc.) you collect while playing the game. Click on an item and the scrap folder is automatically displayed and the new piece is added. Click outside of the folder itself to exit.



Memory Book - Clicking on this icon will bring up the Memory Book. You will need to drag Book Objects on to this book. To close the book, click outside its covers.



Mystic Puzzle - Clicking on this icon will bring up the mystic puzzle interface - but you must find the pieces throughout the museum.



Mystic Camera - In the Gift Shop, Mei will appear and give you a magic camera. When you pass over certain areas in the game, the round, green light on the left side of the game interface will blink, alerting you to take a mystic photo of that area. Use the camera cursor to take a picture. The button on the interface brings up the photo album. The photos give you special clues to help you solve the game.

THE CURSORS



Auto Nav - If you find an interesting spot you want to go to and click on it, you will automatically be "driven" to that point. To stop Auto-Nav, click on another destination.



Forward - When your cursor turns into this icon, you may move forward.



Left - This icon highlights when you may make a left turn.



Right - This icon highlights when you may make a right turn.



Down - When your cursor turns into this green icon, you may look down.



Up - When your cursor turns into this green icon, you may look up.



PickUp - The pickup hand allows you to pick up certain items throughout the game.



Interact - The interact hand informs you that this is an object that will produce a result when clicked.



Stop - This red icon is used to stop your movement, and can be found at any time along the bottom of the viewport.



Default Cursor - When this icon appears, there are no areas with which to interact. Moving the cursor to other areas will present more possibilities.



Open - This icon animates to indicate the ability to open an object, such as a drawer, filing cabinet, chest, etc.



Push - The open hand icon allows you to push open a door or close a drawer.



Return - This icon appears when you move the cursor to an area that allows you to exit to a previous view - closing a puzzle, backing out of a close-up view, etc.

ABOUT US



SouthPeak Interactive is a multimedia entertainment company that develops, publishes and markets quality products that will heighten your senses, challenge your skills, and blow your mind. We create all types of games - from PC CD-ROM titles to puzzles to on-line entertainment. And we fuel these with new state-of-the-art multimedia technology.



Video Reality is the revolutionary game technology that is unique to SouthPeak Interactive games. This technology delivers continuous freedom of movement with a 360-degree field of vision throughout the game environment. Some games limit players to multi-directional vision only at pre-defined spots, then move them from one of these spots to another without giving them the immediate opportunity to change their minds, back-track, or even choose what they are looking at while they go. Video Reality completely immerses the players in the game, letting them control where they want to go, when they want to go, and what they want to look at - and interact with - on the way there.

TECHNICAL SUPPORT

SouthPeak Interactive proudly stands behind all its games. So if you encounter any problems when playing this game, feel free to contact our trained technical support staff. These professionals can be reached in a number of ways:

Phone: **1-888-774-6918**, between 8 a.m. and 12 Midnight Eastern

Time Monday - Friday, 8 a.m. and 8 p.m. Saturday and Sunday.

Email: support@southpeak.com

Web: <http://www.southpeak.com>

Fax: 919-677-3862 (attn: SouthPeak Tech Support)

HINTS:

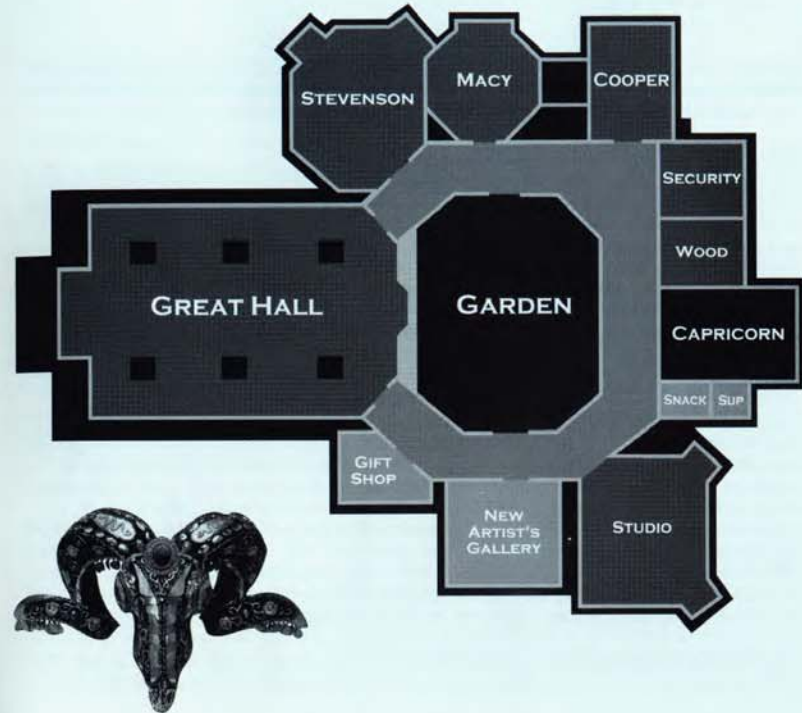
Hintline: 1-900-896-GAME

You must be 18 years or older or have parental permission to call. Touch tone phone required. Pricing: \$.95/min. for automated tips.

Visit our web site at **<http://www.southpeak.com>**.

Here, you can find out more about SouthPeak's current and upcoming game titles, and locate the retailer nearest you that carries our products, including the Official Temüjin Hint Book.

THE STEVENSON MUSEUM





IMPORTANT - PLEASE READ THE FOLLOWING TERMS AND CONDITIONS CAREFULLY BEFORE USING THIS SOFTWARE. BY USING THIS SOFTWARE, YOU ACCEPT THIS SOFTWARE LICENSE AGREEMENT AND WILL ABIDE BY IT.

SOFTWARE LICENSE AGREEMENT

The enclosed Software is provided on the express condition that you consent to the terms of this Agreement. Title to the Software and all other rights and uses not specifically granted in this license are reserved by SouthPeak Interactive.

SouthPeak Interactive hereby grants to you, and you accept, a non-exclusive license to use the Software as authorized in this Agreement. You may use the Software on one terminal connected to one computer. You may not network the Software or otherwise install it on more than one computer or terminal at the same time. You may not copy the Software manual.

SouthPeak Interactive does not guarantee that the Software will meet your requirements, or that the operation of the Software will be uninterrupted or error-free.

You may not sublicense, rent or lease the Software, but you may permanently transfer your license by delivering the original media and materials comprising the Software package, including this Agreement to another person, and by simultaneously destroying all copies of the Software and accompanying materials in your possession. Such a transfer terminates your license to use the Software. The new recipient of the Software and accompanying material accepts this Agreement and is licensed under its terms upon initially using the Software.

You are not authorized to access the Software source code, which is a SouthPeak Interactive trade secret. You may not decompile, disassemble, reverse engineer, transfer, or otherwise use the Software, except as stated in this Agreement.

Limited Warranty/Limitation of Remedies SouthPeak Interactive warrants, to the original licensee, the media on which the Software is furnished to be free from defects in

material and workmanship under normal use for a period of ninety (90) days from the date of delivery of the Software as indicated by your receipt. Your exclusive remedy shall be replacement of the defective media by the supplier from whom you received the Software.

SOUTHPEAK INTERACTIVE AND ITS LICENSORS(S) DISCLAIM ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND/OR FITNESS FOR A PARTICULAR PURPOSE WHETHER ALLEGED TO ARISE BY LAW, BY REASON OF CUSTOM OR USAGE IN THE TRADE, OR BY COURSE OF DEALING. IN NO EVENT WILL SOUTHPEAK INTERACTIVE'S OR ITS LICENSOR(S)' LIABILITY FOR ANY ACTION IN CONTRACT, TORT, OR OTHERWISE, INCLUDING LOST PROFITS, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF YOUR USE OR INABILITY TO USE THE SOFTWARE, EXCEED THE FEE YOU PAID FOR THE SOFTWARE EVEN IF SOUTHPEAK INTERACTIVE, ITS LICENSOR(S), OR AN AUTHORIZED DISTRIBUTOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

This limited warranty gives you specific legal rights. Some jurisdictions provide other rights, and some jurisdictions do not allow the exclusion or limiting of implied warranties, including duration, or limiting liability for incidental or consequential damages. As a result, the above limitations and/or exclusions may not apply to you.

General This Agreement and any invoices relating to the Software constitute the complete Agreement between you and SouthPeak Interactive about the Software and supersede any purchase order, communications, or representations regarding the Software. If any provision of this Agreement shall be unenforceable, then that provision shall be deemed severable from this Agreement and shall not affect the enforceability of the remaining provisions. Any additions or modifications must be approved in writing signed by both parties. This Agreement is governed by the laws of the United States of America and the State of North Carolina.

Also available from SouthPeak Interactive:

Men in Black™ - The Game Virtual Jigsaw™

... and look for these new titles:

Drachen Zor™ Dark Side of the Moon™ 20,000 Leagues™: The Adventure Continues

Temüjin™

Proof of Purchase

