



**GAME PLAY AND
NAVIGATION GUIDE**

WELCOME TQ SEEKER!

The objective of Treasure Quest™ is to find the clues, be the first person to solve the mystery and win the one million dollar prize. We have written software that responds quickly to your commands, and makes it easy for you to move within and between screens. This Guide has the information you need to register, install the program, navigate through the game, document your progress in a notebook, and submit your solution to claim the one million dollars.

Please carefully read all the material before you begin the Treasure Quest challenge. Failure to do so may cause you to miss an important step that could bring you closer to the prize.

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THE PROFESSOR'S LOST LOVE*

*Excerpted from *TREASURE QUEST: The Official Resource Guide, Chapter 2*, written by Steve Schwartz, ©1996 Sirius Publishing, Inc.

I first met her in Boston at a conference for linguists and other wordsmiths. I saw her across the room, a tall woman with lustrous hair twisted into a prim school-teacher's knot, her reading glasses perched on her nose as she talked over them to a small, graying man. She stood out among the dried-up linguists and cryptographers. Her face was fresh and fine-boned, her legs long and lovely.

I asked others about her. They knew very little. She was, I discovered, a cryptographer of some skill and repute and had done some code work during the war.

I have forgotten nothing about that night, the night I fell in love. We rode to Marblehead. I remember now that she glanced out of the rear window quite often and seemed tense whenever a car passed us, but I thought nothing of it at the time. How I wish I'd paid more attention!

We rode back to the hotel in a comfortable silence. When we got out, back in the foggy city, she glanced about nervously and bade me a rather abrupt good-night. I tried to ask her when I could see her again, but she hurried away and was lost in the fog. I followed, certain she had gone into the hotel, but when I surveyed the lobby, there was no sign of her. She had vanished.

I didn't worry then, because the conference was to last two more days, and I was certain to see her again. But she didn't appear the next day, nor did I see her the day after that. My inquiries concerning her whereabouts went unanswered.

I didn't see her for a week after that. It was maddening never knowing when she would turn up, or if she would turn up at all. I concentrated on my work and tried to forget about her. It didn't work. I twice noticed that the Dusenbergs I'd seen the night we'd gone dancing was parked across the street from my house. I assumed it belonged to one of my neighbors. I thought it was a fine car, and paid no more attention to it than that.

The next Friday, an airline ticket was delivered to me with a scented note asking me to meet her at the airport that night at seven. I could just make it. I made a

stop along the way, and when I met her at the terminal, I handed her a single flower. For her name, I said.

The plane took us to the Riviera, and there we spent a week together. Seven days of pure happiness, romance, and passion.

I finally learned more about her. She had been a cryptographer during the war, working on codes, making and breaking them. She still did that sort of work, she confessed, but I could not get her to tell me what work or for whom. I sensed there were many things she wasn't telling me, but I was content that we were together, so I didn't persist.

After that we returned to our vacation and ended the week in bliss. I told her I never wanted the week to end, and she agreed. But the rest of my life was calling me back and, with reluctance, I returned to my work.

I didn't see her for a long time after that. I tried to put my memories of the Riviera behind me and went back to work, all through the summer and into the fall. I was buried in my research and my students, but I couldn't forget her. I searched for her. I knew it was useless, but I was compelled to find her.

It was an article in the newspaper, a small article on the second page, pushed off the front page by happenings in the government and the rest of the world. There was a photograph and a story next to it: "Woman Found Dead." I read the article. I couldn't believe it. It couldn't be her — it had to be a mistake. Not her.

My hands began to tremble as I read the article again. Her body had been found by the side of the road. When examined, it was determined that she'd been injected with some mysterious serum. Several persons claimed to have seen a dark green Dusenbergs near the scene.

She was the love of my life. Throughout the long years since, there has been no other. I have devoted myself completely to my work and to my students. I finished the papers and books she and I had done together. I dedicated the books to her, though I acceded to her wishes and did not use her name. But she is in those books, as she is in everything I do.

But always there is a sadness, deep in my soul, that will never quite go away; a sadness that emerges when I look at the chair in my library that she used to sit in while we worked, a sadness that surges again when I pass our old meeting places.

And so ends the story of my love and my life. Please read it for what it is, the tale of a lonely man and the mysterious woman who gave him happiness. I loved and lost, but the sorrow of that loss was a small price to pay for the joy that she gave me. I have no regrets.

YOU MUST REGISTER!

It is essential that you register your personal copy of Treasure Quest, because your unique registration number is required to submit a claim for the prize. No other TQ seeker has the same number.

REGISTRATION BY MAIL

If you choose to register by mail, it is not necessary to register by electronically. Simply click on the "Register Later" button.

- Find the Registration Card in the Treasure Quest box.
- Completely fill in requested information
- Print to ensure legibility
- Tear off the self-addressed card at the perforations
- Affix proper postage and mail
- Retain the other half of the Registration Card with your preprinted personal number.

ELECTRONIC REGISTRATION

If you choose to register by modem, it is not necessary to register by mail. Registering by modem is free. If you have a modem connected to your computer, you may register your copy of Treasure Quest electronically. If you do not have a modem, please use the Registration Card found in the Treasure Quest game box.

The electronic registration software requires your personal information and unique Treasure Quest registration number. A toll-free telephone number will be dialed and your registration information transmitted in less than one minute.

Electronic Registration Card

Welcome to Treasure Quest. Please complete this registration card. All underlined field names must be entered. Use TAB or the mouse to move between fields.

First Name: _____ Initial: _____ Last Name: _____

Address 1: _____

Address 2: _____

City: _____ State/Province: _____

Zip/Postal Code: _____ Country: _____

Telephone: _____ E-Mail: _____

Serial Number: _____ (on paper registration card)

Purchased From: _____ Date Purchased: _____

Do NOT send my hardware configuration to Sirius Publishing, Inc.

Click Send to transmit your registration to us with your MODEM using our TOLL-FREE telephone number, or click Print to FAX or MAIL your registration to us at the address on the printout.

The Electronic Registration Card (see above) appears in the Treasure Quest game installation. The card is composed of 14 fields. Mandatory fields are underlined on the Electronic Registration Card and must be completed before electronically registering your personal copy of Treasure Quest. You must include the registration number for your copy of Treasure Quest from the Registration Card in the box.

Make sure your modem is turned on and is connected to a phone line. After you have completed filling in the information in all fields, click on the "Send" button to register your copy of Treasure Quest. The software will automatically detect your modem and system settings and dial the toll-free registration number.

The electronic registration software saves a copy of your registration as a file named EREG.TXT in the Treasure Quest directory. If you would like to print out a copy of your registration information for your records, click on the Print button.

OFFICIAL RULES

Here's how to participate in this electronic adventure:

1. Carefully follow all instructions printed in the Treasure Quest Instructions Manual. The contest begins April 10, 1996, and ends when the winner is determined in accordance with the official rules or no later than 12/31/99, whichever is sooner. To be eligible to participate in the contest, you must register your "Treasure Quest" software in writing, or electronically, by following the instructions printed in the Treasure Quest Manual, located inside the Treasure Quest package. The deadline for registering your CD-ROM is October 31, 1999, assuming a winner has not been determined prior to that date. In lieu of purchase, residents of Iowa, Maryland, North Dakota and Vermont may obtain copies of Treasure Quest through their local libraries and may obtain a registration card and a copy of the official contest rules by sending a self-addressed, stamped envelope to: Treasure Quest Registration, c/o Sirius Publishing, Inc., 7320 East Butherus Drive, Scottsdale, Arizona 85260 USA. Residents of those states may register by completing the registration card, including their complete name, address and telephone number and the serial number appearing on the Treasure Quest CD-ROM, in accordance with the instructions on the card.

2. Treasure Quest is based on linguistic word games as well as hidden visual clues found throughout the game. Players must find a quote in each of the 10 rooms and then derive an ultimate solution from information contained in Treasure Quest, following the instructions set forth in the game. After release of the initial product, additional hints and/or clues, which are not necessary but may

be helpful, may occasionally be available on displays at participating retail outlets; on the Internet at <http://www.treasurequest.com>; in magazines and other media; in a Treasure Quest Official Resource Guide and other publications, all of which will be available for purchase at participating retail outlets or may be found in most public libraries in Iowa, Maryland, North Dakota and Vermont. From time to time the Treasure Quest sponsor will furnish information about where to obtain additional hints and clues at <http://www.treasurequest.com>. For further help in solving the clues, participants may interact and communicate with other participants.

3. The \$1,000,000 prize will be awarded to the first eligible player who successfully solves the mystery and explains the solution to the satisfaction of the Treasure Quest panel of judges in accordance with these rules. To be eligible for consideration, each entry must . . .

- be submitted on 8-1/2 x 11 inch paper or A4 paper
- place the registration card number in the upper right hand corner of the paper
- begin with the ultimate solution
- list the 10 quotes, one for each room
- include an essay of at least 1000 words explaining where the player found each word of the quote for each room, from the images in that room, and how the player derived the ultimate solution from Treasure Quest.

The essay portion of the solutions will be evaluated by the judges based on the following equally weighted criteria: intuitiveness, deductive reasoning and content. In the event of a tie, the panel of judges will resolve the tie by awarding the prize to the contestant whose essay receives the highest score for content. If that does not resolve the tie, the panel of judges will award the prize to the contestant whose essay receives the highest score for deductive reasoning. And if that does not resolve the tie, the panel of judges will award the prize to the contestant whose essay receives the highest score for intuitiveness. The sponsor also reserves the right to make

reasonable requests for information from the winner. Any solution(s) based on information obtained illegally, fraudulently or through improper channels will automatically disqualify the contestant.

4. When you believe you have solved the mystery, send your entry/winning solutions via Certified Mail, Return Receipt Requested to: Treasure Quest Mystery Challenge, c/o Ventura Associates, Inc., 1040 Avenue of the Americas, New York, NY 10018 USA. Residents of the United Kingdom should mail their entry via Swiftaire-International Recorded mail. Be sure to include your name, address, telephone number and your CD-ROM registration number on your entry. Limit three entries per registration card number and one entry per outer envelope. Be sure to keep a copy of your entry/winning solutions for your records. Entries/winning solutions must be received no later than 5:00 PM, Eastern Standard Time, on 12/31/99. Not responsible for lost, late, misdirected, damaged, incomplete, illegible or postage-due mail. All entries become the property of the sponsor and will not be returned. Non-winning entries will not be acknowledged. After you submit an entry, you must make no public disclosure of any information contained in that entry or you will risk disqualification as the winner.

5. Pre-screening entries for eligibility will be conducted by VENTURA ASSOCIATES, INC. an independent judging organization, beginning immediately upon receipt of the first entry and ending no sooner than 10 months after the contest begins. Final judging will be conducted under the supervision of Ventura Associates, Inc., by a panel of judges from the academic community and Sirius Publishing, Inc. All pre-screening and final judging decisions, and the judges' decisions on all solutions, shall be final.

6. The prize winner will be notified by mail and required to complete and affidavit of eligibility and release of liability which must be signed and returned within 30 days of the date of notification or risk being disqualified as the winner. If the prize is won by a minor, the affidavit of eligibility and release of liability must be signed by a

parent or legal guardian. The \$1,000,000 prize is not transferable. All taxes are the responsibility of the winner. Entry constitutes permission (except where prohibited) to use winner's name, likeness, hometown, biographical information and any comments about the contest for publicity purposes without compensation.

7. The \$1,000,000 prize will be awarded in 20 annual installments of \$50,000, with the first installment commencing within 90 days after the winner is announced. The payout will be made in U.S. currency only. If no winning entry is received by 12/31/99, the prize will be awarded to a tax exempt, charitable organization selected by the sponsor. If necessary, the sponsor reserves the right to make the charitable award in annual installments, as noted above, or in one lump sum.

8. The contest is void in Puerto Rico, the Province of Quebec and wherever prohibited or restricted. Employees of Sirius Publishing, Inc., its affiliates, subsidiaries, cast members, production crew, advertising and production agencies, selected members of the media, employees and contractors of Soggy in Seattle Productions, Inc., Workshop 4, Cerebre Corporation, IDS-ESRB and Ventura Associates, Inc. and their families are not eligible. All federal, state, provincial and local laws and regulations apply. In the event that the contest is compromised, the sponsor reserves the right at its sole discretion to cancel the contest. Sponsor reserves the right to disqualify any individual it finds to be tampering with the game, entry process or to otherwise be in non-compliance with the official rules of the contest. Sponsor is not responsible for any defective CD-ROMs, computer hardware or computer/transmission malfunctions.

9. For winner's name and winning solutions, send a self-addressed, stamped envelope by 12/31/99 to: Treasure Quest Winner, P.O. Box 1162, Medford, NY 11763 USA. The winner and the winning solutions also will be announced on the Internet.

NOTES

1. The house depicted in Treasure Quest is private property. It was used for external photography only, and neither the inside nor outside of the building contains any clues or other information that is pertinent to solving the mystery. Do not attempt to locate or visit the actual house, as you may face criminal trespassing and other charges.
2. The fictitious telephone numbers depicted in Treasure Quest are relevant only as they may be used to discover clues or other information within the mystery. DO NOT CALL any of the numbers, as the persons or businesses in each area code to whom those numbers are assigned have no relevance whatsoever to finding clues or solving the mystery.
3. Due to extreme security measures, no employee of Sirius Publishing knows the solution to Treasure Quest, nor is the solution or any information that would aid in finding the solution stored on any Sirius Publishing computer system.
4. Treasure Quest has been produced in IBM/PC and Macintosh compatible versions. While the relative size of the video images may appear different when comparing the two versions, the differences in no way affect any hints, clues or discovering the ultimate solution to the Treasure Quest mystery.
5. The Treasure Quest contest will run from 4/10/96 until the prize is awarded, or until 12/31/99, whichever occurs first.

6. The prize of one million dollars (\$1,000,000.00) in United States currency is guaranteed to be awarded.

7. Some images and other screen elements in Treasure Quest may be small or otherwise difficult to see on your computer screen. The overwhelming majority of these small or blurred images and elements contain no information that is relevant to finding clues or solving the mystery.

8. This program is a work of fiction. Names, character, places, and incidents are either the product of the developer's imagination or are used fictitiously. Any resemblance to actual events or locales or persons, living or dead, is entirely coincidental.

INSTALLATION INSTRUCTIONS

Treasure Quest features state-of-the-art audio and visual effects. In order to get the most out of the Treasure Quest experience, it is important that your system have an operational sound card and properly configured video adapter. Treasure Quest will not play properly without these devices installed and functioning correctly. Before attempting to install Treasure Quest, verify that your system meets these minimum requirements.

MINIMUM SYSTEM REQUIREMENTS

- 486DX/33 MHz CPU
- 8MB RAM
- 10MB free hard disk space
- 1MB VESA Local Bus Video Adapter
- Dual-speed (2X) CD-ROM drive
- Sound Blaster Pro or 100% compatible sound card
- DOS 5.0 and Microsoft Windows 3.1

RECOMMENDED SYSTEM REQUIREMENTS

- Pentium 75 MHz CPU or better
- 16MB RAM or more
- 10MB free hard disk space
- 1MB PCI Video Adapter or better
- Quad-speed (4X) CD-ROM drive or faster
- Sound Blaster Pro or 100% compatible sound card
- Windows 95

TO INSTALL TREASURE QUEST USING WINDOWS 95

1. Insert the Treasure Quest CD-ROM into your CD-ROM drive.
2. From your Windows 95 desktop, click START, click RUN, then type D:\setup.exe where "D" is the letter of the CD-ROM drive. A menu will come up with three options.

Option 1: Install Video for Windows. With Windows 95, you do not need to install Video for Windows.

Option 2: Install Motion Pixels. To run Treasure Quest, you must use this option. Click INSTALL MOTION PIXELS. During installation of Motion Pixels, your system will be tested for optimal video display. (Treasure Quest will run in both 256 colors and thousands of colors.) By default, this path will be c:\mpixels.

Option 3: Install Treasure Quest. Click INSTALL TREASURE QUEST. This will install about 10MB of information on your hard drive. During installation, you will be prompted to provide a destination directory. By default, this path will be c:\tquest. Under normal conditions, you should allow the installation routine to use this default directory. The install routine will now copy the necessary files to your system.

3. After installation is complete, a Treasure Quest icon group will come up.
4. Click on EXIT to close the install shield.

TO INSTALL TREASURE QUEST USING WINDOWS 3.1X

1. Insert the Treasure Quest CD-ROM into your CD-ROM drive.
2. In Program Manager, click on File, then Run and type D:\setup.exe where "D" is the letter of the CD-ROM drive. A menu will come up with three options.

Option 1: Install Video for Windows. If you do not have Video for Windows installed, you must install it now so the videos in Treasure Quest will play on your computer. Click on INSTALL VIDEO FOR WINDOWS.

Option 2: Install Motion Pixels. To run Treasure Quest, you must use this option. Click INSTALL MOTION PIXELS. During installation, you will be prompted to provide a destination directory. By default, this path will be c:\mpixels. During installation of Motion Pixels, your system will be tested for optimal video performance. (Treasure Quest will run in both 256 colors and thousands of colors.)

Option 3: Install Treasure Quest. Click INSTALL TREASURE QUEST. This will install about 10MB of information on your hard drive. During installation, you will be prompted to provide a destination directory. By default, this path will be c:\tquest. Under normal conditions, you should allow the installation routine to use this default directory. The install routine will now copy the necessary files to your system

3. After installation is complete, a Treasure Quest icon group will come up, then click on EXIT to close the install shield.

SPECIAL NOTE FOR 486/33 (PC) COMPUTER USERS

The minimum system requirements for running the Treasure Quest program include a 486/33 computer. If you are running Treasure Quest on a 486/33, videos may not play smoothly, or only the audio for each video clip will play. Each room contains an icon that will call up a settings menu that gives you the choice to view videos 1/4 size, which should allow your 486/33 to play the game smoothly. The menu also gives you the option of no video, which will allow you to hear the audio from each video clip without the video. If this option is selected by the Motion Pixels video test, the test determined your computer won't play the video properly. Playing the audio only will not hinder your search for clues or for the ultimate Treasure Quest solution.

TO START TREASURE QUEST

Click on the TREASURE QUEST icon. A screen will come up with three options.

Option 1: Settings. Choose this option to set the following features:

- SOUND Effects - Use this feature to turn the sound and verbal clues on or off.
- Repeat Clues - Use this feature to choose to repeat or not repeat sound and video clues.
- No Video - Use this feature to turn off the video. If this feature is set to OFF, the sound from the videos will still play. (There are no clues in the video itself, but what is said in the video may contain clues.)
- 1/4 Screen Quick - Use this feature to play video 1/4 of its normal size using every other line. This feature can be used if your computer is set to 256 or thousands of colors. Turn this feature ON if you have a 486/33 with 8MB RAM and VESA Local Bus Video Adapter.
- 1/4 Screen - Use this feature to play video on 1/4 of its normal size using every line. This will result in a better quality image, and can be used if your computer is set to 256 or thousands of colors.
- Full Screen Quick - Use this feature to play full screen video using every other line when your computer is set to thousands of colors.
- Full Screen - Use this feature to play full screen video using every line when your computer is set to thousands of colors.
- 256 Full Screen - Use this feature to play full screen video when your computer is set to 256 colors. When you have chosen the features you want, click OK to save the changes.

Option 2: Continue. When you click the CONTINUE icon, you start the Treasure Quest game.

Option 3: Exit. Click the EXIT icon to quit the game.

NAVIGATION

To move through the game, you will use four navigation buttons.

- The notebook launches the program's notebook feature.
- The pocket watch will take you back one screen.
- The paper airplane allows you to exit the game.
- The globe will take you back to the main navigation screen.



HOT SPOTS

There are "hot spots" located on many screens that allow you to travel to another screen. They may also trigger video files, audio files, animations, messages and input boxes.

CURSORS

A unique cursor is assigned to each room.

	Stopwatch	Den
	Hand Mirror	Bedroom
	Chess Piece	Game Room
	Fireplace Poker	Living Room

	Martini Glass	Dining Room
	Trowel	Garden
	Spoon	Kitchen
	Magnifying Glass	Library
	Key	Cellar
	Candle	Attic

NOTEBOOK

The notebook allows you to record your thoughts and ideas while playing the game. This information will prove important as you gather clues and document your methods to find the solution.

The notebook feature also allows you to share your progress with others via E-Mail or a mailed diskette. Use these commands with the notebook feature.

- OPEN: Opens the notebook file
- LIST: Lists the titles of all entries in the current notebook file
- EDIT: Retrieves the highlighted entry from the list, allowing you to add notes. Double-clicking on an entry is the same as clicking on the Edit button.
- FIND: Allows you to search the notebook files for specific text by entering key words or "text string." While you are searching, the More button becomes visible and enabled. More Performs the Find search again with the previous text string. If no more occurrences are found, the More button disappears.

TROUBLESHOOTING

TREASURE QUEST WILL NOT INSTALL

Make certain your computer has the minimum system requirements, including RAM and free disk space. The probable cause of failure to install is lack of free hard drive space. Increase the amount of available free hard drive space. Consult your computer manual for instructions.

VIDEO WILL NOT PLAY OR IS INTERRUPTED

If video plays normally, then stops abruptly, the probable cause is interference from a screensaver. Disable screensavers to prevent video/program interruption. (Also see the special note about 486/33 computers above.)

HINTS TO MAKE TREASURE QUEST RUN BETTER

- Make certain Treasure Quest is the only program your computer is running.
- Disable screensavers, navigators or similar programs.
- Run the video in 1/4 screen Quick Mode.
- Set your system to 256 colors.

TECHNICAL ASSISTANCE

Due to the million dollar prize, no assistance will be given to help a player move from one screen or room to another. In addition, no information will be given that may help a player discover clues or solve the Treasure Quest mystery. If you have questions of a purely technical nature, such as an installation problem, call the Sirius Publishing Technical Support Department at 1-602-951-8405.

SIRIUSNET™ INSTANT INTERNET

SiriusNet software is included on the Treasure Quest CD-ROM. Although it is not necessary to be on the Internet to solve the Treasure Quest mystery, you may find it will help you share ideas with other TQ seekers. Hints will be presented on the Treasure Quest home page at <http://www.treasurequest.com> on a random basis that may aid you in your search for clues. SiriusNet gets you on the Internet fast and easy, at competitive access rates. Here's what you get . . .

- Internet access software for IBM/PC and MAC computer
- 3 free hours of Internet access
- SiriusNet Enhanced Mosaic Web Browser makes it easy to find your way around the Internet
- Local dial-up access with more than 500 high speed local access phone numbers
- Customer/technical support
- E-Mail capability lets you send and receive on-line messages

When you sign onto SiriusNet, you can choose from three competitively priced access plans. Although you may already subscribe to an Internet access provider, you'll see our rates make SiriusNet an attractive upgrade.

- Value Plan: \$19.95 per month for unlimited Internet access
- Economy Plan: \$9.95 per month for up to 7 hours of Internet access, and \$1.95 for each additional hour
- Budget Plan: \$4.95 per month for up to 3 hours of Internet access, and \$1.95 for each additional hour

NOTE: Prices subject to change.

SiriusNet is a windows-based program. It uses 4MB of your hard drive.

1. Insert the Treasure Quest CD-ROM containing SiriusNet into your CD-ROM drive.
2. In Windows, select the Treasure Quest program group, and click on the SiriusNet icon.
3. Follow the on-screen instructions to install SiriusNet.

Once you have installed the SiriusNet software, you will automatically begin your SiriusNet account configuration process. The configuration begins with you supplying modem settings and registration information, after which you will choose your account information.

1. Communications Port Setup: Choose the COM Port for which your modem is attached. Select the speed of your modem. Click OK when you've made your selections.
2. Modem Setup: Choose the make and model of your modem, as well as the type of phone line you will be using. If your modem is not listed, choose a compatible modem from the drop down list. Your modem documentation may indicate other compatible modems. If you are unsure, try Hayes Optima 144 + FAX144, as this works with many modems. Choose tone if you are using a touch-tone phone, or Pulse for pulse dialing phones.
3. Register Your Software: Following modem setup, you will see the software registration dialog screen. The First Name, Last Name, Address1, City, Country/State, Zip Code, and Day telephone fields must be completed.
4. Specify Dial Modifiers: When you have finished filling out the Software Registration dialog, you will see the Dial Modifier dialog. Dial Modifier fields are optional. They are provided for the following reasons: You may need to dial a code to get an outside

line (as with PBX phone systems). You may want to disable call waiting so that incoming calls do not interrupt your Internet sessions. If so, enter *70 for touch tone phone lines or 1170 for pulse phone lines or you may want to set up a calling card for Internet use.

5. Select Pricing Option: Select the pricing option you wish to use by highlighting that option and then clicking OK.
6. Choosing an Access Number: The SiriusNet setup wizard will provide you with the local dial-up numbers through which you will connect to SiriusNet. Verify that the area code displayed in the Area Code box is correct; if you will be dialing from a different area code, enter that number in this field and select an access number from the appropriate list. Try to select a local access number, if one is listed. If you live in an outlying location, there may be no local access numbers available. If so, check the Long Distance box and add a long distance prefix (such as 1 or 1-602) in the Long Distance field.
7. Filling Out the Account Application: Next you see the Secure Account Information Form dialog box. Specify which credit card you want to use for your Internet access fees. You must also specify the expiration date and the name used on the card. Your mother's maiden name is also requested for verification of your identity. When you have completed the form, click on the Register Button.
8. Choose E-Mail Name: You will see the Select an E-Mail Username dialog. In this dialog, you can make up to three requests for your E-Mail name. Some of the guidelines for selecting an E-Mail name follow: Be sure that the name is something that will help others remember you—you could use your initials, your nickname, or some combination of letters in your name, for example. Your choice must be unique. Click OK when you have entered your E-Mail name requests.

9. The autoregistration process will now initialize and record your registration information. When your account information has been successfully processed and verified, a summary information screen is transmitted and appears on-screen. You will need to know the information in this dialog box to use your SiriusNet Internet and E-Mail software. Make sure you write down this information or print it by clicking on the Print button. You can save this information in this dialog box to a file by clicking on the Save button; the information will be saved to the file PASSWORD.TXT in your SPRY/DATA directory.

10. Verify Your Password: Type in the last passwords you saw in the last dialog. Type them now, and click OK. You must verify your passwords to finish the installation.

For SiriusNet Instant Internet Customer/Technical support, please call 1-206-957-8997 or on the World Wide Web at <http://www.sprynet.com/sos>.

TREASURE QUEST CREDITS

Developed by: Soggy In Seattle Productions, Inc.
Game concept created by Cerise Casper
Design by Kopetz Bolich Design
Senior Programmer: Adam Schaeffer
Photography by Sheryl Mendez, Susan Kopetz,
Starr Samuelson, Kopetz Bolich Design and John Wells
Voices: Spiritual Guide-Terry Farrell, Professor-Steve Trella,
Earthbound Poltergeist-Jack Dean
Special Thanks to: William Vablais, Cassandra Kinkead,
Mark Hervol and Adam's Mom

TQ LIVE SEGMENT

Starring Terry Farrell
Executive Producer: Richard Gnant
Produced by: Jerry Kosowsky
Characters and Dialogue Written by: Elizabeth Schwartz
Directed by: Casey K. Sipes
Associate Director: Tommy Burke
Executive in Charge of Production: Michael Weiss
Production Manager: Libby Osborn
Production Coordinator: Amber Golden
Director of Photography: Mark J. Levin
Engineer in Charge: Richard Strock
Production Assistants: Angel Aquino, Ryan Kosowsky,
Larry Acosta, Fred (Lico) Gutierrez, Kelly Mayes
Script Supervisors: Carole A. Scott, Kelly Mayes
Video Tape: John Basile
Audio Mixer: John Lusitana

Audio Assist: Bobby Schwartz
Camera Operator: Edward G. Dadulak
Camera Utility: Jerry Kaman
Teleprompter: Paul Van Zyl
Still Photography: Wayne Williams, Keith Perry
Costume Designer: Doreen Hawbrecker
Costumer: Michelle Wright
Makeup: Dori Randall
Hair Stylist: Wade Graff
Art Director/Prop Master: George A. Heffley
Assistant Props: Glenn Shelton
Studio Supervisor: Mark Byers
Head Electrician/Board Operator: Leslie Shephard
Key Gaffer: John DePalma
Key Grip: Galen Green
Grips: Robert Geisler, Alexander Salazar
Gaffer: Robert Dick
Electricians: James E. Bowie, Gregory A. Pierce,
Michael Moahs Craft Services: Stevie Sant' Angelo
Studio Facilities: VPS Studios - Hollywood
Pick Up Facilities: Bruce Austin Studio - Burbank
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