GEM PACK

HELP FILE

OnHand™
SOFTWARE

Welcome to the **Gem Pack Help File**.

This help file contains instructions for the following games:
- Age of Emerald
- Rotate Mania
- 3D Aqua Slider

Click on the game title on the left to jump to the instructions.

AGE OF EMERALD

Welcome to Age of Emerald.   Age of Emerald is an exciting matching adventure game. Your goal is to match the gold, food and magic items and collect them to then build your splendid Kingdom.
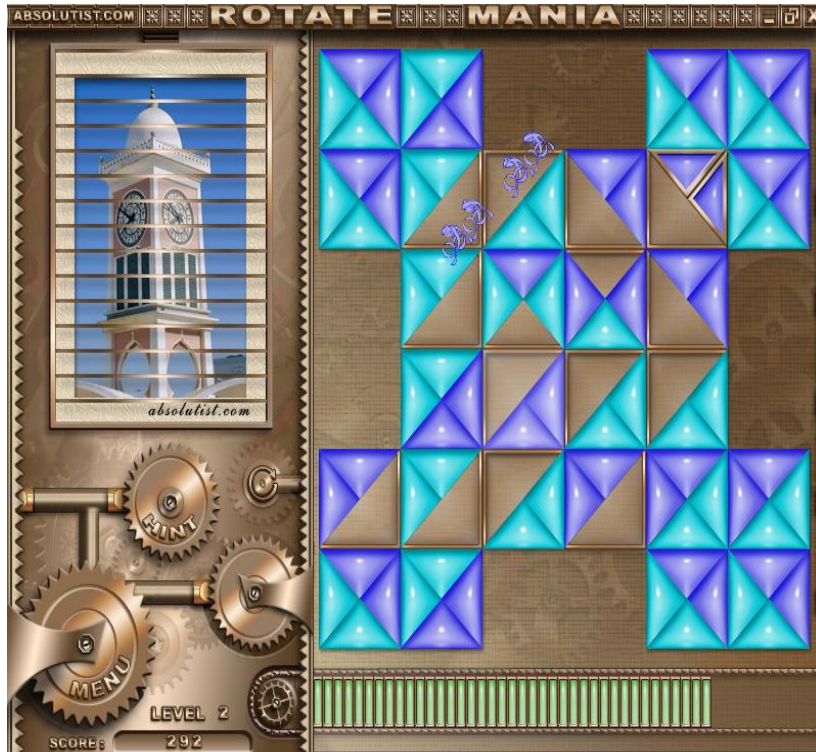

How to Play
Find three or more of a like kind and drag your mouse over them to eliminate them from the board.   The pieces don't all have to be in a straight line, but must be side by side in some fashion.   When you trace a path through these parts, the components disappear and are replaced by others that slide onto the board by that same path.   Try to break blue boxes to obtain more resources, then collect resources to build a magnificent city.

Tips
- Play fast to get combos, and points
- Do longer chains to obtain extra points

ROTATE MANIA

Welcome to Rotate Mania. Your goal is to rotate color blocks and blast them off in amazing game that combines elements of arcade and puzzle to form a very addictive mix.   If you like Tetris, Clickomania, Collapse - you'll love Rotate Mania!

How to Play

Click your mouse-buttons (left and right) to rotate the figures on the playing field. Try to match four or more triangles of the same color and they will fall off the board.   Complete your level quicker by matching the figures that are framed or have rings around them.   Each match will uncover a new section to the beautiful scenic photograph in the upper left corner.

Interface

On the left side of the game screen, you will find the Menu gear. Click there to start a new game, view and change game options, access the help file, top 10 scores or to exit the game.

You will also find the Hint gear on the left side if you get stuck during game play.

Options

Under the options button, you have the choice of toggling music and sound on/off, adjust volume for the game, change the color of the shapes you play with and toggle game play to fullscreen or window mode.

3D Aqua Slider

Welcome to 3D Aqua Slider.   AquaSlider is a pack of wonderful 3D games - Gem Slider & Pyramid Slider.   The goal is to remove all the games form the playing board.

Game Overview
Play either Gem Slider or Pyramid Slider.   Each of the games has 4 modes:
- Unicolor: The gems at the sides of the board are of the same color.
- Quadcolor: The gems at each side of the board are of different colors.
- Smart mix: The next color to come is shown but it will come only to the side
  of the board from which you slide.
- Advanced mix: The next colors are shown for each side but the color changes
  only at the side from which you make a move.

General Rules
The game board is half-filled with gems of different colors. You can slide the gems that are on the borders of the field. Each of the sides has a gem nearby that shows the next color to come.   **To slide a gem - just click on it with your mouse.**

You should slide a gem to hit another gem of the same color. A sliding gem can move another one if there is not any gem behind it. If there is one - the gem stops. When you make a block of four or more gems of the same color they are removed and you get a bonus.

If you manage to move all the gems of a certain color off the board, they will
not be added to the board again, but the number of gems that will appear after
a missed attempt will grow.

Score

Remember that your bonus depends on the number of gems taken off - you will get
10 points for one gem, 20 for the second gem, 30 points for the third one and
so on.   When you remove all the gems of a certain color your score will be doubled.

If after your shot no gems are moved off, the number of attempts decreases;
when it goes to zero, more gems are added to the board. New gems are also added
when you eliminate a color.

When the gems of a single color are left at the board the computer shows how
many attempts you have to clear the board. If you fail to do this - the game is
over.

GEM SLIDER

Gem Slider game has additional 2D & 3D view modes.
2D view mode - the game looks as usual flat Gem Slider without special effects.
3D view mode - with special effects.

PYRAMID SLIDER

The rules are the same as in Gem Slider.
The pyramid consists of several gem layers.
1) Gems' movement. You can slide the gems that are on the borders of the field.
- if there are 2 or more gem layers on the way of the gem you slide,
  it is just stopped near them.
- if there is one gem layer, the gem you slide takes place of that one
  it pushed. That is the gem you hit, rises one layer higher.
- Block of four or more gems of the same color can be removed when gems
  stay together (to the left, right, up & down).
2) The game is over when:
- the board is cleared
- all possible moves are blocked by the gems of pyramid
- gems of only one color left on the board and you have no attempt
  to clear it
- new gems appeared and completed the sixth layer of pyramid

OPTIONS

Here you can set:
- SPEED of the game
- SOUND VOLUME & MUSIC VOLUME (you can also turn them off)
- LEVELS (Novice, Expert, Master)
- AUTOSAVE function
- SHOW HINT mode (when you point some gem with mouse - gems
  that must be removed after that turn, are distinguished)
- HIGH GEOMETRY - when turned off, the gems become a little bit angular (if

this game runs slow on your computer, we advise you to turn off this option
to improve frame rate)
- SKINS - you can turn off textures on the gems (turn off this option if the
game is slower on your computer or if you do not like the skins)
- BACKGROUND OBJECTS - you can turn off background objects
- LIGHTING - you can turn off dynamic lighting.

You can choose screen resolution (800x600, 1024x768, desktop resolution).

You can choose Window mode or Full screen mode with the help of square button
in the top right corner.

Auto and Undo buttons.
Auto - computer makes its turn instead of you but the score is not added.
Undo - your last turn is cancelled.

Navigation
You can view the game board from the different sides (3D view mode)
Using arrow keys: (Left, Right) - the scene is moved on 90 degrees in the
appropriate direction, (Up, Down) - the scene is moved up, down.
Ctrl+right arrow key, Ctrl+left arrow key - the scene is moved on a little
angle.

These keys are duplicated on the control panel that you can call by double click
of left mouse button. You can also move the scene with the help of mouse wheel
or you can drag it in the appropriate direction holding the right mouse button.
Double click of the right mouse button turns the scene on 90 degrees.

The Demo Mode will help you to understand the rules of every game.

SUPPORT INFORMATION

System Requirements
500Mhz Pentium or better
Windows® 2000/ME/XP/Vista/ 7
256MB RAM or higher
100MB free hard drive space
DirectX compatible video and sound cards
CD-Rom / Mouse / Keyboard

Installing Gem Pack on your PC
1. Insert the Gem Pack CD into your CD-ROM drive
2. If your computer is configured to detect a newly inserted CD, the Autorun menu will appear. If the Autorun menu does not appear after a few moments, click on the Start button, then select Run, and type D:\setup.exe (where D is the letter of your CD-ROM drive). If you are not sure of your CD-ROM drive's letter, double-click on the "My Computer" icon.
3. Click on the Install option, and follow the onscreen instructions for installation and setup.
4. Upon successful completion of the install, you can launch the program either from the Emerald Quest icon on your desktop OR by going to Start/Programs/On Hand Software/Gem Pack.

Customer Support
The quickest way to find an answer to your question is to click on this link:
http://www.onhandsoftware.com/Support2.html

This will take you immediately to the On Hand Software support site where we have posted the most frequently asked questions (FAQ's) and help files. There are also some patches to programs that you can download. In a minute or two you can often find the answer you are seeking.

However if you don't find an answer to your specific question there, we have also included a Support Form so that you can tell us which operating system and computer you are using, as well as including your question.

This form provides us with a more complete picture of the technical specs (computer brand, operating system) that we need to analyze and respond to your question. You'll find the form at the bottom of the support page.

We hope that you will quickly and easily find the information that you need on the support site or by using the product form.

REPORTING BUGS

If you find a bug in our software, it would be helpful if you reported the bug to us via email to info@onhandsoftware.com

To report a bug, please email us with BUG REPORT in the subject line. Please include the following information in your email:
- What operating system you are using
- The software name and version # from the CD (ie PC103-01)
- The error message
- A brief description of what you were doing when the error appeared (ie did it happen upon launching of the game, or on a specific game level)
- Your name and email address so we can contact you when the bug is fixed.

When reporting bugs, detailed emails are necessary so we have a written record of the information our programmers will need to fix the problem.