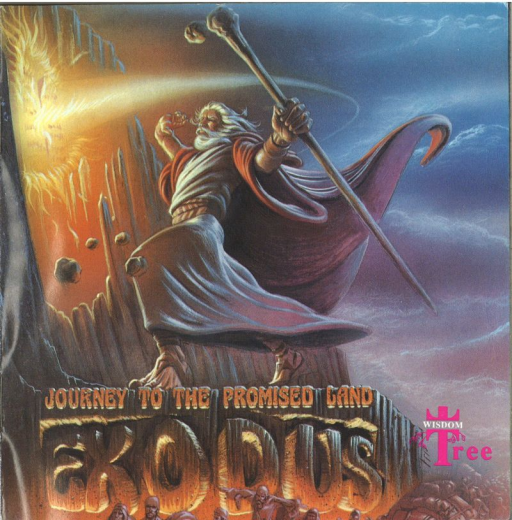




JOURNEY TO THE PROMISED LAND

EXODUS

WISDOM

Tree

The Story of Exodus

Fearing the number and strength of the Israelites in Egypt, the Pharaoh ordered the Hebrew midwives to kill any sons born to Hebrew women. To save him from this fate, Moses' mother put him into a basket and placed it in the river. He was saved by the Pharaoh's daughter and grew up as her son.

Years later, when the Pharaoh heard that Moses had killed an Egyptian, the Pharaoh tried to kill Moses, but he escaped. God appeared to Moses in a burning bush and told Moses to lead the children of Israel out of Egypt. Thus began the journey to the promised land.

In the Exodus from Egypt, God stretches out His hand and does wondrous deeds. Using miraculous signs and the 10 plagues, Moses frees the children of Israel from the burdens of the Egyptians and takes them out of slavery. The power of God saves the Israelites as He parts the Red Sea, allowing them to pass safely. The benevolence of God saves them as He rains manna down from heaven and pours water out from the Rock of Horeb. The strength of God saves them by helping them to defeat Amalek and his army. Through the grace of God, Moses receives the Ten Commandments and the instructions to make the Ark of the Covenant, the holy garments and a tabernacle for the congregation.

Help Moses as he solves 100 levels of puzzle/mazes in his journey to the promised land using his staff and the spoken Word of God. Your knowledge of the book of Exodus will be tested as you answer questions earning Moses more chances to play to succeed.



Object of the Game

Help Moses solve 100 puzzling levels to complete the Exodus. Along the way, you will encounter 250 Exodus questions and 50 reward screens. To complete each level, Moses must gather five question marks as well as the Manna quota for that level in a certain amount of time. You will then be presented with five questions dealing with the book of Exodus. The multiple-choice questions are generally in chronological order, and with each correct answer you will be rewarded with a Bible. Collect ten Bibles to earn another chance for Moses to play. Following the questions you will find a reward screen relating to the questions, and then you can move on to the next level. The levels become more difficult as you progress, so be patient and practice often! Be sure to watch the demo screens for hints.



Getting Started

This manual is designed to show you how to play Exodus on cartridge-based systems* or on disk-based systems that are 100% IBM/PC® – compatible. The game play is virtually identical on all systems, but starting the game and controlling the game is slightly different on each system.

Cartridge-Based Systems*

Insert the Exodus cartridge into the cartridge slot of your system and turn the system on.

IBM/PC® or Compatible

Exodus requires a minimum of 512K RAM on the motherboard, and an EGA or VGA card with 128K. It has both keyboard and joystick options.

You may install Exodus to your hard drive or you may play it directly off a floppy drive. To install Exodus on your hard drive, place the disk (disk 1 of 2 if you are using the 5¼"disks) into the appropriate disk drive. Switch to that drive by typing **A:** or **B:** and press "ENTER" and then type **INSTALL** and press "ENTER." Continue to follow the instructions on the screen. After installation is complete, you can play Exodus by changing to the Exodus directory (type **CD\EXODUS** and press "ENTER") and type **EXODUS** and press ENTER.

To play Exodus off a floppy drive, place the disk (disk 1 of 2 if you are using the 5¼"disks) into the appropriate disk drive. Switch to that drive by typing **A:** or **B:** and type **EXODUS** and press "ENTER."

Exodus will automatically go into a "Demo" mode within 5 to 10 seconds after the TITLE Screen comes up. To stop the demo, simply press ENTER.

*Cartridge-based systems include Nintendo Entertainment System®, Game Boy®, Super Nintendo Entertainment System® and Sega Genesis™.

Controlling Moses

On **Cartridge-Based Systems**, a joystick is used to control Moses.

On **PC or Compatible Systems**, you have a choice of controlling Moses with either a joystick or the keyboard. The game will automatically default to joystick mode if you have one installed. You can also choose joystick or keyboard mode from the **OPTIONS** Menu. This menu can be accessed from the **TITLE** screen or by pressing **F1** at any time during game play. In the following instructions, the **A** **BUTTON** refers to Button 1 and the **B** **BUTTON** refers to Button 2. If you would like to play using the keyboard, the appropriate key strokes will be in parenthesis.

Moving Around - A joystick allows you to move Moses in any of eight directions (PC=Numeric Keypad).

Speaking the Word - Pressing the **A** **BUTTON** (PC=Space Bar, Genesis™= C or A **BUTTON**) allows Moses to speak the Word of God.

Dropping Staffs - Pressing the **B** **BUTTON** (PC=Tab) causes Moses to drop a Staff.

Pausing the Game - Press **START** (PC=P) to Pause Exodus. To unpause the game, press **START** again (PC=any key but P).

Starting the Level Over - If you get stuck and would like to start the level over, press **SELECT** & **START** at the same time (PC=R, Genesis™ = Press Start and then select "Start Level Over" from menu).

Additional PC keyboard commands:

F1: Use this key during game play to bring up **OPTIONS** Menu.

Esc: Quit game.

Objects

To see exactly how the following objects will appear on your screen, view the HELP SCREENS on the game.



Omer of Manna: Moses must collect a specific amount of Manna to complete each level. The status bar at the top of the screen indicates how much Manna must be collected to complete the current level. The first number is how much you have collected so far, the second number is how much you must collect to complete the level.



Murmurings of the Israelites: Removed by one spoken Word, a burst from a staff, or a burst from a Calf of Sin.



Doubting God: Removed by two Spoken Words or one burst.



Obstacles to Faith: Removed by three Spoken Words or one burst. Can be pushed by Moses.



Bricks of Labor: Removed by two bursts. Can be pushed.



Weaknesses of Man: Cannot be eliminated. Can be pushed.



Golden Calf of Sin: Ignites if hit by Spoken Word or burst.



Rock of Horeb: Removed by three bursts, can be pushed. Spoken Words will be reflected off. If Moses touches the Rock of Horeb, he must have just picked up the Holy Oil (see Special Objects and Prizes) or get it within 6 seconds, or he will be forced to start that level over again.



Holy Ground: Same as Rock of Horeb but cannot be pushed. Make sure Moses has just picked up Holy Oil or is about to before you touch Holy Ground or the Rock of Horeb!



Limitations of Man: Cannot be eliminated or moved.



Mud of Bondage: Grows slowly. One Spoken Word causes Mud to turn into Hardened Hearts.



Hardened Hearts: One burst will turn Hardened Hearts into an Omer of Manna.



Straw for Bricks: Grows quickly. Turns into Bricks of Labor if it grows into a space occupied by Mud. Burst will occur if it grows into staff or Golden Calf of Sin. Removed by one burst.



Enemies



Magiclans: Removed by three spoken Words (100 points), one burst (200 points), or a falling object (400 points). Becomes angry after first Word and speeds up.



Taskmasters: Removed by two bursts (500 points) or a falling object (1000 points).



Soldiers: Removed only by a falling object (2000 points).



Sorcerers: Removed by three bursts (1500 points) or a falling object (3000 points). Reflect the spoken Word and move quickly. Other enemies become Sorcerers upon contact with Holy Ground or the Rock of Horeb.



Meribah (Quarrel): Removed by a burst (400 points) or a falling object (800 points). Temporarily stunned by Spoken Word. Moves freely through Mud of Bondage.



Massah (Test): Removed by a burst (500 points) or a falling object (1000 points). Angered if hit by spoken Word. Moves freely through straw.



Special Objects and Prizes

Most of the following items are displayed on the status bar.



Staff of Moses: Dropped by Moses when the B BUTTON is pressed. Moses can only drop a staff if the status line indicates that he has one or more available.



Question Mark: Represents the Exodus questions you must answer after completing the level. Each level contains five and Moses must gather all of them to complete the level. Each question you gather is worth 1000 points.



Word of God: Allows Moses to increase the number of simultaneously Spoken Words. The maximum is five.



Authority of God: Increases the distance the Spoken Word travels. The maximum distance is 30 squares.



1 Staff Usage: Allows Moses to drop his staff one time.



3 Staff Usage: Allows Moses to drop his staff three times.



10 Staff Usage: Allows Moses to drop his staff ten times.



Greater Faith: Moses becomes temporarily unaffected by his enemies. This lasts for 20 seconds.



Armor of God: Moses will not be harmed by bursts for 20 seconds.



Holy Oil: Protects Moses from Holy Ground and Rock of Horeb for 20 seconds and will heal Moses if he has already touched either.



New Sandals: Allows Moses to walk through Mud of Bondage or Straw for Bricks for 20 seconds.



Freeze Timer: Stops the level countdown timer for 20 seconds.



Bible: Collect ten to earn Moses another chance to play.

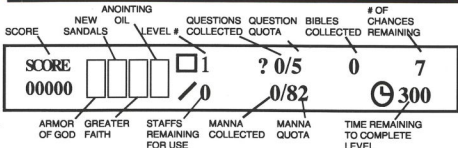


Doubting God's Word: Invisible until Moses touches it. Temporarily prevents Moses from moving for about 4 seconds.



Exit Square: Becomes available after you gather five questions and the Manna quota for that level. (You will know this by looking at the Status Bar. The screen also flashes white briefly when both quotas have been met.) The exit square may be hidden under other objects.

Status Bar (varies from system to system)



Game Hints

Watch the 8 demo screens. There are many valuable hints and playing styles shown.

Collect as many Bibles and correctly answer as many questions as you can. Ten Bibles give Moses another chance to play. After Moses loses all his chances, you are given the option to continue or restart. You can continue up to three times, after which you must start over again.

When you first start Exodus, you can skip levels in groups of five. At the very beginning of the game, find the screen which reads "LEVEL 1" and press the A BUTTON to go forward by five. The B BUTTON goes back by five (On a PC use the UP & DOWN arrow keys, on Genesis™, press UP & DOWN on the control pad). You can skip all the way to level 81 in this manner.

If Moses is hit by a falling object, the level is started over. Only the following objects fall, and only when they are stacked upon each other: Obstacles to Faith, Bricks of Labor, Golden Calf of Sin, Weaknesses of Man, Rock of Horeb, and Omer of Manna. (For example, an Obstacle to Faith above a Murmuring of Israel will not fall.) Moses can clear a path under an object using a Spoken Word and hold it up by just standing there.



Only an object that is already falling will hurt Moses. An Omer of Manna can also fall but will not hurt Moses, although it will remove enemies.

A good rule of thumb is to work from the top of the screen to the bottom. This way objects will not fall on Moses.



There are some tricky levels where it is necessary for Moses to drop a staff to temporarily hold up falling objects.

Many levels have hidden exit squares. For example, after you have met both quotas on level 7, you won't see the exit square. This is because it is hidden under the Bricks of Labor in the lower right hand corner of the level. Save enough staffs to burst away the Bricks and you will see the exit!!

On some levels, the majority of your Manna will come from bursting Hardened Hearts.

There are a few surprise levels which have "object generators." This is demonstrated on one of the demo levels.

Be Patient! It is possible to complete all 100 levels! Sometimes there is only one correct way to complete a level.

Exodus Evaluation Sheet

Game System Used On: NES[®] PC Game Boy[®] Genesis[™]
 Super NES[®]

Please rate the following:

	Excellent		Fair		Poor
Entertainment	A	B	C	D	F
Education	A	B	C	D	F
Biblical Accuracy	A	B	C	D	F
Challenge	A	B	C	D	F
Graphics	A	B	C	D	F
Sound	A	B	C	D	F

How did you find out about *Exodus*?

Magazine Radio Newspaper Television Church Sunday School
 Catalog Youth Group Bookstore Friend Ad in Box Other: _____

When did you purchase *Exodus*? ____/____/____

What did you like most about *Exodus*? _____

What did you like least about *Exodus*? _____

What suggestions do you have for a Wisdom Tree video game? _____

Would you buy another Wisdom Tree video game? Yes _____ No _____

If not, why? _____

What game systems do you own? NES[®] Game Boy[®] Super NES[®] IBM/PC[®]

Macintosh[®] Atari[®] Sega Genesis[™] TurboGrafx[™] Lynx[™] Game Gear[™]

Other: _____

Name: _____

Phone: (____) _____ Age: _____

Address: _____

☐ Please check here if you would like to receive more information on Wisdom Tree's line of video games based on the Bible. Please write us with your comments and suggestions.

Send to: Wisdom Tree, Inc.
 2700 E. Imperial Hwy., Bldg. A
 Brea, CA 92621

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IF YOUR GAME DOESN'T WORK

Nintendo Entertainment System®: Insert cartridge in and out of the system several times to make sure all connections are clean. If after inserting this cartridge in your system, the TV screen proceeds to flash on and off for more than 9 times, you may get an immediate exchange by exercising the steps listed below.

Game Boy® or Sega Genesis™: Insert cartridge in and out of the system several times to make sure connections are clean. If cartridge still fails to work, you may get an immediate exchange by exercising the steps listed below.

IBM/PC® or Compatible: Check to make sure your computer system meets the minimum requirements listed on the back of the box. This game will not run on monochrome or CGA systems. You must have EGA or VGA. Although this software has been thoroughly tested on numerous manufacturer's systems and video cards, it is not possible to keep up-to-date with all hardware currently available. This software is designed to work with hardware that is 100% IBM®-compatible. There are a few cases where an updated version of software may better meet your system's setup, however, if the software still fails to work, you may get an immediate exchange by exercising the steps listed below.

RETURNING YOUR CARTRIDGE/SOFTWARE

1. If your cartridge/software still fails to work, then call either 1 (800) 77-BIBLE or (714) 528-3456 in the USA or Canada for an RMA# (Return Merchandise Authorization No.). The 800 PHONE NUMBER IS NOT INTENDED FOR GAME TIPS. For game tips call (714) 993-6515. You will be charged \$.75/min.
2. Return the cartridge/software in its original box, freight prepaid, with a copy of your sales receipt to the following address with the RMA# on the box, within the 90-day warranty period. WISDOM TREE, INC., Customer Service, 2700 E. Imperial Hwy., Bldg. A, Brea, CA 92621

PLEASE DO NOT RETURN CARTRIDGE/SOFTWARE TO STORE.

... where it was originally purchased. Your game system may require a special cartridge or software. We will be glad to exchange your cartridge/software and express it to you.

90 DAY LIMITED WARRANTY

Wisdom Tree, Inc., (MANUFACTURER) warrants to the original purchaser that this Wisdom Tree game, cartridge/software shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. Wisdom Tree, Inc., also warrants that the software, as originally purchased will perform in conformance with the specifications as stated in the packaging and the user manual. If a defect covered by this warranty occurs within the warranty period, Wisdom Tree will at its option repair or replace the defective cartridge/software free of charge (except for the cost of returning the original product). This warranty shall not apply if the cartridge/software has been damaged by negligence, accident, modification, tampering, unreasonable use, or by other causes unrelated to defective materials or workmanship. The provisions of the warranty are valid in the United States and Canada only.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instruction, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a class B computing device in accordance with the specification in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

REORIENT the receiving antenna.

RELOCATE the game system with respect to the receiver.

MOVE the game system away from the receiver.

PLUG the game system into a different outlet so that game system and receiver are on different circuits.

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