

Player's Handbook

ZWEI STEIN[®]

The Curse of
the Red Dragon





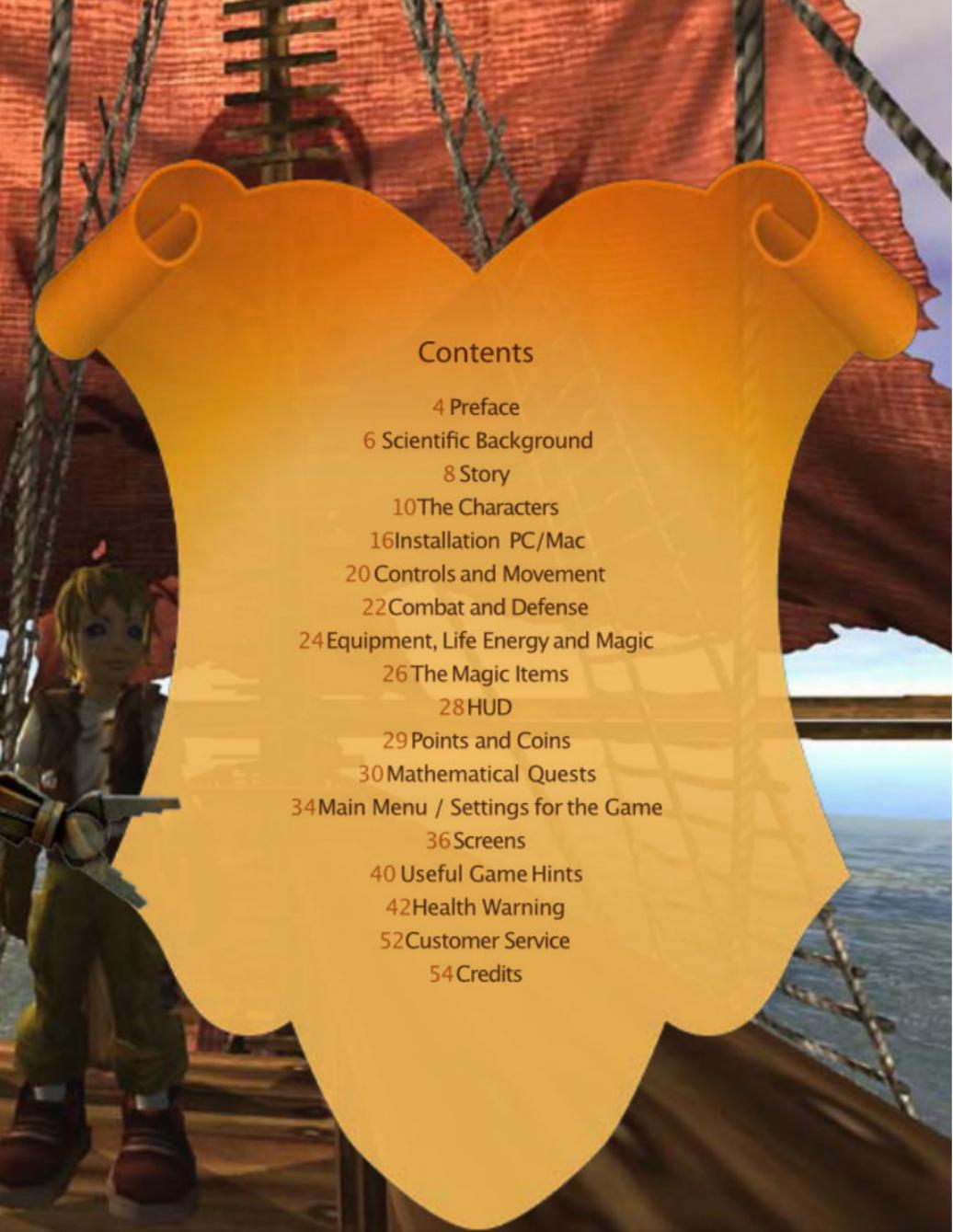
Systemrequirements

PC

MSWindows 2000,XP,Vista, WIN10/WIN11
DirectX 9.0c; Pentium 4.2GHz Processor /
Core 2Duo; Min.1Gb RAM (Vista1,5Gb),1Gb
free diskspace;Nvidia (GeForce FX 5200 and
up) and ATI (Radeon 7500 and up);
Screenresolution 1024 x 768; Soundcard 16
bit with Soundsystem; DVD drive

MAC

Only with virtual systems with Windows 10
or 11 and Parallels Desktop -
works with Intel and M1 Chips

A character with blonde hair and a green vest stands on the deck of a ship. The ship's red sails and rigging are visible in the background. The scene is set on a wooden deck overlooking the ocean.

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Interesting and entertaining, instructional but with lots of fun – this is how you can train mathematical knowledge with Zweistein nowadays!

This unique adventure learning game combines in a worthwhile manner mathematical tasks and improves attention, concentration and motor-visual co-ordination. The tasks in the game are based on the curriculum of elementary schools and train the basic knowledge in mathematics, including mathematical games, guessing, training geometry etc. In a beautiful world with characters, designed with love and care, it is a real joy to play and learn in this fantastic adventure.

For many players 2weistein is a real challenge as the tasks change according to the knowledge of the player. The tasks vary in their degree of difficulty, therefore it is possible to play the game on a small or high level. Even playing it several times, the learning effect is still given.

In 2weistein the tasks and puzzles are integrated in a lovely and exciting story. Therefore it is highly interesting to solve the tasks to get on in the game - learning happens nearly casually. 2weistein is a software to help to make maths fun. As the game can be played on different levels of difficulty, 2weistein is fine for anybody who wants to train his mathematical basic skills.



Background

Zweistein is a unique new learning game. Here, training maths is a great gaming experience.

The game includes the training of basic mathematical knowledge (e. g. visual perception, basic arithmetics and geometry, understanding of numbers etc.) and it helps players to train their planning skills, concentration and to sustain their attention.

All the training modules within the game are totally integrated in the fantastic game world of Zweistein. Zweistein has been developed by professional game designers in close co-operation with a team of psychologists and teachers. It combines the latest scientific results in the fields of dyscalculia (difficulties with maths), attention-deficit disorder (ADHD), psychology of learning and the knowledge of computer experts, talented artists, professional music and sound production and professional speakers. To make it easy you can play it with your keyboard or a gamepad.

We worked more than 2 years together with a huge international team to finish the game. Entertainment and fun plays an important role within 2weistein and was carefully monitored in each step of the project, contents were proved by professionals, teachers and psychologists and evaluated with children and adults.

The result is a beautiful, interesting and instructive 3D-game!

With this award-winning game you have more than 20 hours fun in 5 different worlds.

We hope that you enjoy the game!



And the adventure starts ...

All was peace and quiet in Asban and the whole land of Trillion – until that day on which the gates remained closed, as if by a ghostly hand, and other strange things happened. There is a tense and unusual ambience in Trillion. A problem has to be solved!

The mean magician Godron has stolen the book „Mathematica“ from the creator of Trillion, and has cast an evil spell over the city: a ban on mathematics. Godron wants to gain power over the whole land and transform the world according to his will! In the possession of this magic book he takes advantage of the secrets of mathematics and he urgently needs five magic items as well. With the help of the Ronger Pirates , who are always looking for mischief and always longing to find and steal big treasures, he will soon find them. They do anything for a few gold coins.

But there are also brave heroes who want to put a stop to Godron to keep Trillion and Asban peaceful and beautiful, and no one is ever to be afraid again! At the harbour of Asban, Zweistein meets his friends Bernard and Celestine. Together they want to bring the curse to an end to as to keep Trillion free and beautiful. Trillion must be secured to be safe. They set off together – and the adventure begins ...

Make your way as Bernard or Celestine, side by side of the little dragon „Zweistein“ through 5 fantastic worlds and enjoy an exciting adventure in the world of Trillion. Capture the magician,



return the book, solve the problems and puzzles in Trillion – help the inhabitants to make their world save and free!

What are you waiting for? The inhabitants of Trillion will be forever grateful towards their heroes!



The Heros



Celestine von Asban

...is the most beautiful princess in Trillion. As well she is very brave – with her friends 2weistein and Bernard she always experiences new adventures. This time it is a real challenge for the being sovereign of Asban. Especially in mathematics she has to prove her knowledge and needs your help!



Bernard

...is the hero of Asban. Well – at least if he is successful in beating Godron and his friends and Asban is peaceful and quiet again. Bernard never thought that he would work so hard and calculate so much. But with your help he will show Godron what an Abacus is!

The Friends

2weistein

This little dragon is really special. Not only that he is brave, clever and whitty – he never is frightened and goes with his friends Celestine and Bernard through all adventures. He helps to solve the tasks, gives useful hints and is just a very good friend. Though he is quite young he already knows a lot.



2feather

It is said that no elves are existent. But in Trillion there do live some! The nicest of them is 2Feather. She is a real friend and to know her is a real advantage as she often give some helping hints.



The Opponents



Godron

The mean magician Godron has stolen the worthy book „Mathematica“ of the creator of Trillion and has cast an evil spell over the city: a ban on mathematics. Only with cleverness and calculation puzzles and tasks are to be solved. Godron wants to gain power over the whole land and to transform the world according to his will.

Ronger-Pirates

These mean guys are comrades of Godron and can be found all over Trillion. But a lizard is not a real danger, however these comrades are not made up of cardboard and can be a little annoying. They are greedy for gold and enjoy getting involved in mischief.



Lyria

No doubt, this lady is not spicy but very icy! Miscalculation, who believes her charming attitude. No chance – she freezes friend and enemy and shows to whom the IcyWorld belongs. But heroes do have a real chance – well, sometimes.





The Gnomes

These creatures love to live in solitude and prefer a calm life. They live in caves and sometimes on ships. In Trillion they keep secrets they only tell real heroes.



The Wood Elves

The Wood Elves live in the Lost Forest in Trillion, a beautiful landscape close to Asban. They protect the wood. Generally, they do not care for others, but since Godron is a danger for Trillion they are really suspicious of strangers. Only brave heroes have a real chance!



Bernard starts the adventure in the Harbour of Asban...

PC and MAC Installation

PC Installation

If you have Autorun enabled, the setup program will start automatically when you insert the DVD for the first time. If you don't have Autorun enabled, open your DVD drive in the explorer and double-click setup.exe. Please ensure you have administration rights on your system and within the installation folder (windows vista).

PC Uninstall

To uninstall the game from your system open the Start-menu from your Windows desktop and select ,All programs'/'Brainmonster Studios'/'2weistein'/'Uninstall 2weistein". Confirm uninstall by clicking ,Ok' and follow the program instructions.



To play Zweistein you need an up-to-date computer and a 3D-capable graphic card. Please ensure that you have the most recent graphics driver installed.

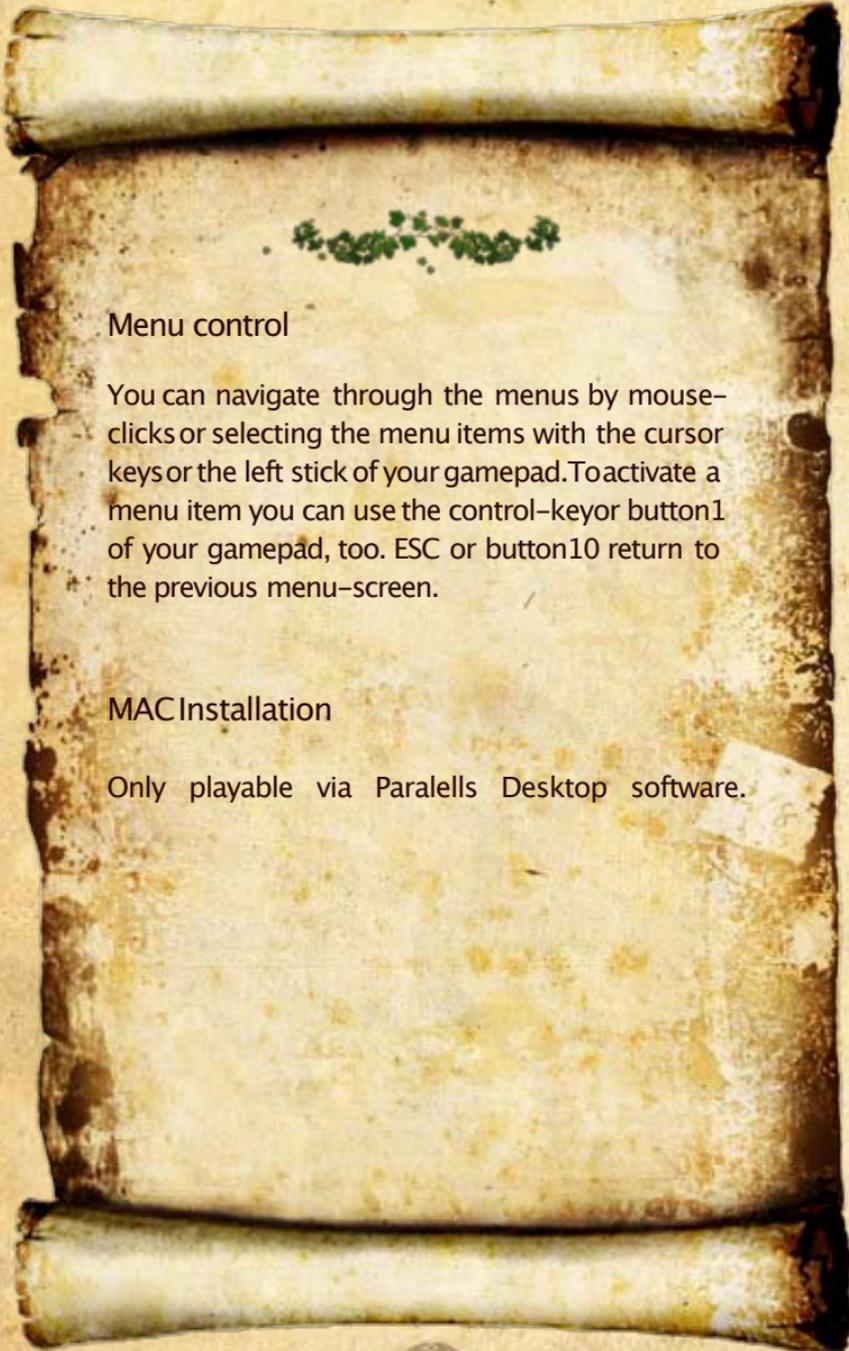
The system requirements are mentioned on the game box or can be found online in a latest update. They are shown during the installation and can be found in 'readme.txt' on your DVD, too.



Start the game (PC)

The game is started automatically after installation. You can start the game manually each time after the installation via the Start-Menu, the desktop-icon and by reinserting the DVD.

You need to have the Zweistein-DVD inserted in your drive to play the game.



Menu control

You can navigate through the menus by mouse-clicks or selecting the menu items with the cursor keys or the left stick of your gamepad. To activate a menu item you can use the control-key or button 1 of your gamepad, too. ESC or button 10 return to the previous menu-screen.

MAC Installation

Only playable via Parallels Desktop software.



Controls and Movement

MOVEMENT:



Keyboard: W, S, Cursor-Up,
Cursor-Down

GamePad: Stick1Y-Axis

TURN:



Keyboard: A, D, Cursor-Left,
Cursor-Right

GamePad: Stick1X-Axis

ACTION:



Keyboard: CTRL(left)

GamePad: Button 1

CAMERA UP/DOWN:

Mouse: Up/Down

GamePad: Stick2 Y-Axis

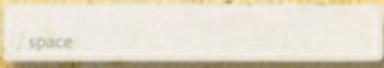
ROTATE CAMERA:

Mouse: Left/Right

GamePad: Stick2 X-Axis

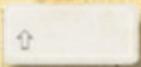


JUMP:



Keyboard: Space
GamePad: Button 3

RUN:



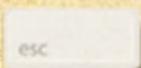
Keyboard: SHIFT (left)
GamePad: Button 6

MAGIC:



Keyboard: Tab
GamePad: Button 8

MENU:



Keyboard: Escape
GamePad: Button 10

HELP:



Keyboard: F1
GamePad: Button 9

Change between Bernard/Celestine:



Keyboard: 1

Combat and Defense

Of course, in an adventure the heroes wear weapons and armours. At the beginning of the game, you have no weapons or armours, you have to find them during the game. They give you a higher protection and make it much easier to fight against your opponents. During the game you find as well stronger weapons. They are all special and you have to find out how to use them best.

Combat with weapons

The following combat actions are available:



Action button (CTRL, Button 1):

The character uses any weapon
(e. g. strikes a sword).

Jump (Space, Button 3):

The character retreats a step and
cannot be hit.

Use of Magic



If the player has enough magical energy he can use the magic wand. With the button (TAB-key, Button 6) the magic wand is activated. To aim at the opponent use the right joystick at the gamepad or the mouse.

Equipment for Heroes

The Items:



Apples
Regain energy



Red and purple drinks
Give magical energy
Green drinks
Give most magical energy
Yellow drinks
Attention! Explosive



Pirate Coins
More vital energy / Coins to buy
apples and magic drinks



Keys and rings
Open gates and doors

Armour (Leather Waistcoat) and Sword (Sword of the Wood
Elves), Elf Helmet
More force in a battle



Magic Wand
Helps to conquer easier the
opponents

Crystals
Open a portal

Shops
Are on different places in Trillion. Here one can buy for
pirate-coins drinks or apples



The Magic Items

5 columns of the world

The Magic Silver Chest

Magic Item 1

Elfin Light

Magic Item 2

Sword of the Wood Elves

Magic Item 3

The Dark Crystal

Magic Item 4

Lyrias' Sparcling Spear

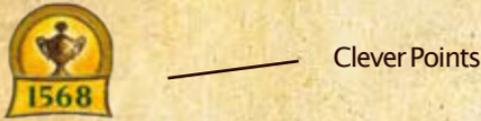
Magic Item 5



HUD

In the left corner you can see a green and a red menu bar. The green one shows your remaining life energy, the red one your magical skills.

Menubar items:



Points for energy and magic

You can get more energy while collecting fruits and drinks. As well you can buy sometimes drinks or fruits in the shops you see from time to time. As well you get them as a gratification for solved puzzles. If you kick the boxes you find items, too. It is very reasonable and recommended to explore everything! In the HUD you can easily see how much energy you still have.



Mathematical Quests

1. Chests with basic arithmetic operations



These chests contain tasks from the 4 basic arithmetic operations: addition, subtraction, multiplication and division. There are different levels, adapted to the specific knowledge of the player.

Additional and very helpful: If a task is not solved correctly the way how to solve it appears. The player can understand and follow how to find the right solution.

2. Mathematical quests



Everywhere in Trillion are quests – they have mathematical content, but you do not have to calculate all the time!

3. Short-term memory chest



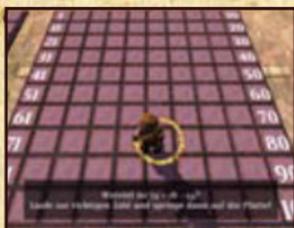
These chests train the short-term memory. The content of these chests disappears in different directions. Take a close look and remember the directions they flew.

4. Chest of concentration



A varying number of balls must be memorized (colour and number). This trains the short-term memory and concentration.

5. Hundred Square



The understanding of numbers: The player gets a mathematical target. To show the right answer the player has to hop on the correct tile in the hundred square.

6. Multiplication and division with small tubes



The player gets a target for multiplication or division. The right solution has to be clicked to fill or empty a small tube.

7. Estimate



There are some tasks to solve with estimation. The player has to estimate the answer.

8. The carpets



In one room the player has to hop over flying carpets. This task helps to control impulsiveness, hyperactivity and inattention.

9. Written maths problems



Various written maths problems in different levels can be found at books. The player has to find out the right answer, corresponding to the given text. This task trains to read properly and to understand the correlation between the text and the tasks.

10. The Pillars (In the Gnomes caves)



Tasks are given with quests of the times table from 2×2 to 9×9 . To make the way through the cave, the player has to hop on the right pillars. This task trains the automatism of the times table, but as well helps to control impulsiveness and trains attention.

11. Geometry: Nets of 3-dimensional figures



A geometrical figure is shown unfolded. The player has to choose between 5 variations to find out which net corresponds to the shown figure.



Main Menu

Following the introductory video sequence, you will be presented with the Main Menu:

New Profile

Create a new profile, name it, select a character and difficulty.

Continue

Continue the game at the last saved level. If there is more than one profile the last saved level of the current profile is loaded.

Load

Load a previously saved level.

Load Profile

This menu point allows you to choose a previously created profile if more than one person is playing the game on the same computer.

Options

Changes different game parameters.

Quit

Quit the game and return to the desktop.





Screens

New Profile

You can choose between the two characters, Celestine or Bernard. Type in a name for your game (different persons may use different profiles) and choose your level of difficulty. You decide on which degree of difficulty you play the game and how hard it is to fight against your opponents.

With these options you can change the settings in the game:

Graphics

Change the settings for graphics resolution and quality. Select one of the options with cursor up/down or the left joystick of your gamepad and change the value with cursor left/right or the left joystick of your gamepad. The action button applies the changes.

Volume

Change the global volume of the games.

Input

Configure the gamepad sticks.

Invert Stick1X-Axis:

The x-axis(left/right) of the left gamepad stick rotates the player.To change the direction of the rotation you can toggle the value (Off/On).

Invert Stick1Y-Axis:

The y-axis(up/down) of the left gamepad stick moves the player.To invert the direction you can toggle the value (Off/On).

Invert Stick2 X-Axis:

The x-axis(left/right) of the right gamepad stick rotates the camera.To change the direction of the rotation you can toggle the value (Off/On).

Invert Stick2Y-Axis:

The y-axis(up/down) of the right gamepad stick moves the camera.To invert the direction you can toggle the value (Off/On).

Swap Stick2 Axes:

The axis-layout of your gamepad may be different to the game default. You may enable this parameter if the camera control doesn't behave as documented.

Effects

This section allows you to modify some parameters that directly influences the game performance.

Shadows

This parameter controls whether all characters have real-time shadows or not. If ,Automatic Optimization' is enabled this parameter may be turned off at runtime if the graphic card renders less than 15frames per second.

Hardware-Shader

This parameter controls how water surfaces and other gpu-intensive effects are handled. If ,Automatic Optimization' is enabled this parameter may be turned off at runtime if the gpu renders less than 15 frames per second.

Show HUD

The HUD (head up display) displays information about energy, magic, collected coins and clever points. If you disable this option the HUD pops up only for 3 seconds if one of these values has changed.

Automatic Optimization

This parameter can control the performance of your system (default is Off). If enabled, this feature will try to change some of the performance relevant parameters automati-

cally if the frame rate drops under 15frames per seconds. If you enable this parameter and the animations doesn't run smooth you should try to lower the graphics resolution and/or quality under ,Graphics'.

Voices/Subtitles

This parameter controls how messages are presented. ,Sound and text' shows the message in text format and plays a sound clip (if available). ,Text only' shows the message in text format and never plays the sound clips.

Video Sequences

All cutscene videos can be stopped immediately by pressing the menu-button (ESC/Button10).

Load:

Load a previously saved level.



Useful game hints

Most important hint: Don't give up!
Sometimes a key or a special item must be found before you can go on your journey.

Some caves or gates are closed and need to be opened. Look around carefully to find your way through a level.

Collect all the coins and try to solve all puzzles. You need magic potions and apples for regaining health and magic power.

Some opponents are real mean. Try to find out how they react and think about how you can beat them.





Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games.

Even people who have no history of seizure or epilepsy may have an undiagnosed condition that can cause these „photosensitive epileptic seizures“ while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther



from the Screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued. If you or your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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Customer service:

In case of technical issues or questions about the product you can reach us via email:
support@redoctopus.de.

Please send us the following information:

- product name
- short description of the problem or issue
- your e-mail address
- „output-log.txt“ file (can be found on your hard drive)

24-hour-service:

You can find more useful information on our website www.redoctopus.de and in our Forum, where you can find frequently asked questions or topics.

Tips and tricks

Please check the system requirements before you contact us. You find all needed information about the system requirements within the „readme.txt“ file or on our website.



Contact:

Technical Support

Mail: support@redoctopus.de

In-Game Support

Mail: support@redoctopus.de

Or write us:

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CEO/HEAD of Business: B. Dransfeld

Production/Technical Director: R. Bojen



Credits

Gamewerks/ Red Octopus
die multimedia schmiede GmbH

Project Management:
Ralph Bojen

Art Direction:
Kim Freeman, Danny Plöchingner

Creative Director:
Ralph Bojen

Lead Programmer:
Harry Paintner

Programmers:
Sabine Koob

Designers:
Rawle Harper

Environment Artists:
Kim Freeman
Martin Fischer
Leo Slavik
Danny Plöchingner
Mosaab Alyazed

Character Artists 3D:
Kim Freeman
Michael Weisheim
Thomas Grünberg
Martin Fischer

Lead Character Animation:
Ines Baumgartner

Character Animation:
Kim Freeman
Michael Weisheim
Thomas Grünberg

Martin Fischer

Story/Script:
Ralph Bojen
Britta Dransfeld

2DGraphics:
Brigitte Bauer
Thomas Bauer

Ingame 3D Scenes:
Ines Baumgartner

Audio Design & Production:
Ralph Bojen

Music Production:
Ralph Bojen
Ernst Techel
Anna v. Eicken

Voiceover Audio Production:
Ralph Bojen
Matthias May

Voices:
Speaker – Osman Ragheb
Godron – Donald Arthur
Zweistein – Jan Odle
Bernard – Tristano Casanova
Celestine – Annika Julien
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Rongers – Ralph Bojen
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