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EASTERN MIND

THE LOST SOULS OF TONG NOU



DIRECTED
AND
MUSIC
BY OSAMU SATO



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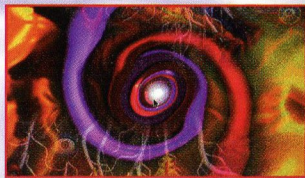
THE PATH TO A HIGHER GOAL

The principle of reincarnation dictates that it is necessary to live many lives before achieving a higher goal. Experiencing life and in turn, experiencing death, each time brings one a step closer on the path to wholeness.



Reincarnation may be the only route to regain that level of self which has been lost in a previous life. Rin must embark upon such a journey. In the process of his life he has lost his soul. To regain his soul, he borrows another and travels east to the island called Tong-Nou, the place where it may have been lost. If that is the case, it is the only place where he can retrieve it.

The path will not be easy. During this arduous journey, Rin must travel through five lands, die and be reincarnated nine times before finally retrieving his lost soul and solving the riddle of Tong-Nou.



SYSTEM REQUIREMENTS

PC

- 486 SX processor, 25 MHz or higher
- 8 MB RAM
- Double-speed CD-ROM drive
- 256 color display
- Windows-compatible sound card
- Mouse or compatible pointing device
- DOS 6.0 or higher
- Windows 3.1 (with Multimedia Extensions) or higher
- QuickTime for Windows™ version 2.02 (supplied by Eastern Mind during installation)

Macintosh

- 68030/33 MHz Macintosh or better
- 13 inch color monitor
- 8-bit (256) colors
- 6 MB RAM free
- System 7.0 or greater
- Double-speed CD-ROM drive
- QuickTime 2.0

SETTING UP

PC

- Make sure screen resolution is set to 640 x 480.
- Color depth should be set at 256 colors.
- Use only one monitor.
- Set up your system to have as much conventional RAM as possible.
- Turn off utilities such as screen savers and other applications before starting the game.

NOTE: It is recommend that you run this program without having any other applications running.

Macintosh

- Make sure the Control Panel Monitor is set to 256 colors.
- Use only one monitor.
- QuickTime™ should be installed. If QuickTime is not installed, follow the instructions in the "QT Installation Notes" readme file.
- The Control Panel Memory should have virtual memory OFF.

NOTE: It is recommended that you run this program without having any other applications running.

INSTALLING EASTERN MIND

PC Installation

Check that your system meets the minimum hardware and software requirements.

1. Start Windows and insert the Eastern Mind CD-ROM in your CD-ROM drive.
2. From the Program Manager's File Menu, choose Run.
3. In the dialog that appears, type D:\SETUP.
4. Press Enter to start the installation and follow the instructions on your screen.
 - Press OK to continue with QuickTime for Windows installation.
 - Enter the CD-ROM drive that contains the Eastern Mind disc and press OK.
 - The Apple Computer QuickTime for Windows™ 2.02 Installer appears asking you to choose an installation option.
 - For most installations, use the default option: Local Installation.
 - You can choose to leave or remove older versions of QuickTime on your system.
5. To start Eastern Mind, double-click the new icon.

Macintosh Installation

Check that your system meets the minimum hardware and software requirements.

GETTING STARTED

1. Insert the CD-ROM into the drive, open the Tong Hou folder and click on Eastern Mind icon to start.
2. The Sony Imagesoft logo and the OSD logo will appear on the screen. The Title screen then appears.
3. The opening computer graphics appear across the screen. Click the mouse to skip it.
4. The prologue begins.

PLAYING THE GAME

Moving

To move around, click the mouse in the direction you want to move.

Picking Up Items

To pick up an item, double-click on it with the mouse.

Which Direction?

Sometimes, the cursor will change to a face to signal that you are supposed to continue in your current direction.



USING ARTIFACTS IN TONG-NOU

- Artifacts can be acquired by double-clicking them.
- Double-click to open the Furoshiki and double-click again to close it.
- You can put any number of artifacts in the Furoshiki.
- Up to 4 artifacts contained in the Furoshiki are displayed at the bottom of your monitor. If you accumulate 5 or more, click the pointing hand icons to view other artifacts.
- Artifacts in the Furoshiki can be used by double-clicking.
- Some artifacts can only be used once. Others may be used as many times as you want.



USING THE MENU BAR

The Menu Bar is hidden while gameplay is taking place. Moving the cursor to the upper portion of the screen and clicking will display the Menu Bar and let you:

Save Game

On the Menu Bar, select FILE then SAVE GAME. In the dialog box, enter the name of the game to be saved and select where it will be saved to, then click on SAVE.

NOTE: It is recommended that you save your game frequently.

Load Game

To resume a saved game, select FILE then OPEN GAME. In the dialog box, select a saved game and click on OPEN.

Restart Midway Through Game

On the Menu Bar select FILE, then NEW GAME.

Adjust the Volume

On the Menu Bar select SOUND then select from Level 0 to Level 7. Level 0 is the minimum amount of sound and Level 7 is the maximum volume.

End the Game

On Menu Bar select FILE, then QUIT.

AN ISLAND OF MANY FACES



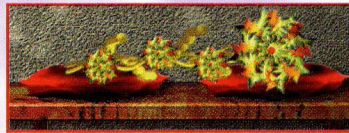
Tong-Nou

Far to the east, floats an island called Tong-Nou. An isolated organic being in the shape of a head, Tong-Nou is a vast neuro-cellar world where mysterious creatures lurk...

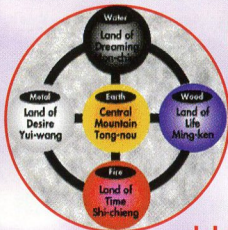
The Beginning

In the beginning, chaos divided matter into Ying and Yang, and Heaven and Earth were born. On the surface of the Earth, the Sun and Moon intersected, bearing Wood, Fire, Earth, Metal, and Water. Wood produced Fire, Fire delivered Earth, Earth nursed Metal, Metal summoned Water, and Water fostered Wood. From this chain reaction, the world was created:

- **Man-chien:** Land of Dreaming represented by Water
- **Yui-wang:** Land of Desire represented by Metal
- **Ming-ken:** Land of Life represented by Wood
- **Shi-chieng:** Land of Time represented by Fire
- **Tong-nou:** Central Mountain represented by Earth



AN ISLAND OF MANY FACES

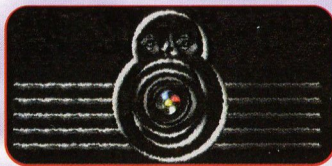


Isle of Purgation

This world was then handed over to newly born humans. The five sacred elements having fulfilled their duties, assembled to the limits of the east and formed Tong-Nou. To stabilize the souls of troubled humans, this island became the sacred ground for purification.

Isle of Impurity

Once a year, Tong-Nou, the island of purgation, called forth the feeble souls of humans and once again restored them to healthy souls. Suddenly, Tong-Nou transfigured into an ominous island which devours souls haphazardly. People since have come to fear Tong-Nou.



The Phantom Marketplace Hou-ang

Where you find the Eyeball Stone, you will learn the way to the Phantom Marketplace Hou-ang. In the Marketplace, the merchandise of Tong-Nou is being traded under Mai-chiu's own rules and regulations.

CHARACTERS

NOTE: You may also view these characters in the Tong-Nou Characters file on your Eastern Mind CD-ROM.



RIN One morning, Rin discovers that he no longer possesses a soul. It appeared to be victim of Tong-Nou, an island lying far to the east. Once a year, the living island of Tong-Nou, devours the soul of humans.

When a soul has been taken, its owner will be left to weaken and eventually die in emptiness. Rather than languishing, Rin decides to travel to Tong-Nou to locate and regain his soul. Before beginning the journey, Rin stops to visit his friend Yashiro who gives him a temporary soul, which will allow him to travel freely for forty-nine days.

On the way to Tong-Nou, Rin encounters a white snake and receives an Amulet and a Furoshiki. After, Rin sets sail towards Tong-Nou, an island far to the east.

BYOU Resident of the Land of Dreaming (Mon-chien).

Sui-syou (King of Mon-chien) told Byou to head towards Ming-ken (Land of Life). Once there, he must collect the Eyeball of Dreaming. Byou possesses a special wrench, a tool he was born with, that may help him with his mission.

Since his body is decorated with leaves, Byou loves to hide in the shade of trees. However, he is frequently bullied by other Land of Dreaming citizens because no other creature has leaves growing on his body.



CHARACTERS



TOH Resident of the Land of Life (Ming-ken).

As the Guardian of the Tree of Life, Toh's mission is to register new life. In order to do this, he must travel to Shi-chieng (Land of Time).

Toh's appearance is unusual. His fingers are long and thin and he wears corrective eyeglasses. However, Toh cannot bear his very own physique. His aerodynamic body with a hole going through the middle of his body and his long and winding neck give him a severe inferiority complex. His favorite thing is mechanical apparatus.

SHA Resides in the Land of Desire (Yui-wang).

As the chosen one, Shah is under orders of King-gyou (King of Yui-wang) to collect the four musical instruments of Tong-Hou, which can only be played by him. Toh loves music and can play any instrument. Shah must find his way to his music room located within Yui-wang. He fears a world without music, but he cannot approve of tone-deaf King-gyou's singing.



KAI Resident of the Land of Time (Shi-chieng).

Kai is the guard of Shi-chieng and the protector of the Candle of Life. Kai's mission is to go and collect the Water of Dreams, which will be used to extinguish a particular candle. Dressing up in colorful flames excites Kai and burning red is his favorite color. Although his body is constantly up in flames, this doesn't mean he's passionate. He dislikes water (the opposite of fire) because he fears that water will destroy his body's flames. Reluctantly, Kai heads for Mon-chien (Land of Dreaming) to fulfill his mission.

CHARACTERS



JIN Resident of the Land of Desire (Yui-wang).

Born in Yui-wang with a mission to serve as a faithful subordinate of King-gyou (King of Yui-wang), Jin desires gold above everything. Therefore, he admires King-gyou for his gold body and wishes that he too were made of gold. Jin detests water for it will corrode his bronze body.

RETSU Resident of the Land of Life (Ming-ken).

Born as a vermin, Retsu dwells around Mingke-shu (Tree of Life) of Ming-ken. He was born to "help the troubled," but Retsu prefers to keep hidden in shrubs and bushes, gnawing at grass and trees. Insect-pecking birds and Moku-gyou (The King of Ming-ken who dislikes all vermin) are constant threats to Retsu.



ZEN Resident of the Land of Dreaming (Mon-chien).

Guard of the Ice Wall of Mon-chien, Zen was born being told to "notify all change." Born within the ice wall, a prisoner, gazing at the river flow and intersecting Magatamas are his only pastimes. To be confined within ice is heartbreaking for him and he hopes one day to literally "break the ice" upon completion of his mission.

CHARACTERS



GYOU Resident of the Land of Time (Shi-chieng).

Gyou was born in Shi-chieng to perform the Ritual of Time and his task is to feed flames to the Candles of Time. Because he can fly freely, Gyou enjoys hazardous aviation tricks like nose-diving. The fact that he must accomplish his assigned task is annoying to him. He would rather give it up and to go on another freestyle flight.

MOKU-GYOU Resident of the Land of Life (Ming-ken).

Moku-gyou is King of Ming-ken and officiates over life and death in the Tong-Nou. His peculiar personality and hatred of vermin, leads him to confine himself within the Mingke-shu (Tree of Life). He believes he is dependent on his symbiotic partner (a bird-like creature located above his head) to exterminate vermin, but the truth is that he is not. He is under the delusion that vermin and ants will devour his body, so he dislikes them. For some reason, wooden items also scare him.



TABELINAI Resident of the Land of Life (Ming-ken).

Tabelinai lives alone in the Sha-mo Desert of Ming-ken. Lonely as he is, anybody will suit his taste. Once in love, he cannot help expressing excessive affection, but it's simply the way he is: hungry for love, affectionate to all. His stomach is constantly filled with emptiness. Mouth-washing, bathing, and cleaning disgust him. His poor hygienic practices led to his dreadful cavity.

CHARACTERS

ZOH-GAERU FAMILY Residents of the Land of Life (Ming-ken).

Zoh-gaeru 1 (the superstitious queen) **Zoh-gaeru 3** (the moderate nihilist)
Zoh-gaeru 2 (the family prophet) **Zoh-gaeru 4** (the young patriot)



The Zoh-gaeru family are inhabitants of the forest in Ming-ken. There is a prophecy that someday the family will conquer Tong-Nou. The Zoh-gaeru Family is patriotic, but due to their optimistic and foolish nature, they totally lack mass coordination.

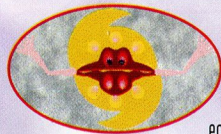
Overall, they are individualists who live scattered throughout the forest. The prophecy of conquering Tong-Nou is appreciated by many family members, but they cannot tolerate each other long enough to make it a reality. Periodic family meetings are held reluctantly since all members of the family realize that their schemes to conquer are absolutely impossible.

KING-GYOU Resident of the Land of Desire (Yui-wang).



The King of Yui-wang embraces infinite desire. Using his power to turn human desires into gold or gems, his ugly desires have turned his own body to gold. He is greedy and self-centered, but amiable. His life's work is collecting gold and gems to decorate the Helix Palace Luo-shang. He is tone-deaf, but, sadly, loves to sing. He seeks only the missing four instruments because he feels that anything that is neither gold nor gem, is as worthless as dust. "Simplicity" and "poverty" are the words he dislikes most. Ironically, he also detests all tone-deaf people.

CHARACTERS



CHI-FANG Resident of the Land of Desire (Yui-wang).

Chi-fang is the Room of Appetite, located in Yui-wang. This bottomless pit emits food only to engulf it again and he praises this practice as economical and ecological. Through this pursuit, his body has evolved into only lips, arms and a stomach, but he still wonders why he has such a large appetite and love of food. He thinks that overloading strangers' stomachs is more fun than eating. Small appetites and discriminating palates are annoying to him.

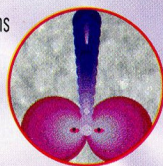


PU-RYAO Resident of the Land of Desire (Yui-wang).

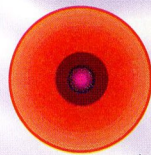
Pu-ryao is the Room of Immortality, located within the Helix Palace Luo-shang. Pu-ryao, incarnation of the Moon, was forcibly brought to Tong-Nou by King-gyou. The Moon Water he holds will bring forth eternity and the life of gold (which is never-ending). But Pu-ryao misses his home, the moon and his unfortunate circumstances have demented his personality, making nastiness his supreme entertainment. He dislikes King-gyou who kidnapped him only to obtain Moon Water.

SHOW-MI Resident of the Land of Desire (Yui-wang).

Show-mi is the Room of Desire within the Helix Palace Luo-shang. The name Show-mi means to drown in women. True to his name, he lives like Casanova with three wives. He is enshrined on a swiveling bed and rotary movements, ups and downs are his delights. He is always taciturn. He dislikes things larger than himself for reasons unknown.



CHARACTERS

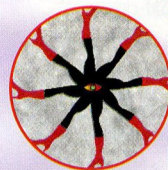


NAI-NAI Resident of the Land of Desire (Yui-wang).

Nai-nai lives within Show-mi of the Helix Palace Luo-shang. She is Show-mi's first wife and believes she is the most loved of the three wives, but she is uneasy about the others whom she finds annoying. Nai-nai is jealous of them because they have mouths and legs, which she does not. Shake, shake, shake is her specialty. With her hardworking attitude, supreme "SHAKES" are constantly maintained.

TAKE-YACCO Resident of the Land of Desire (Yui-wang).

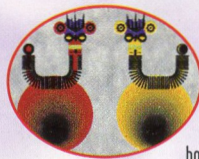
Take-yacco lives within Show-mi of the Helix Palace Luo-shang. She is Show-mi's second wife and her beautiful face and fascinating mouth make her beauty superior to Nai-nai (first wife) and Twei-twei (third wife). She loves her face more than anything and thinks her mouth is especially overflowing with sexual charm. She also enjoys containing and blowing with her mouth. Show-mi ordered her teeth extracted and ever since she has been concerned that her beauty has been diminished.



TWEI-TWEI Resident of the Land of Desire (Yui-wang).

Twei-twei lives within Show-mi of the Helix Palace Luo-shang. She is Show-mi's third wife and believes she is better than the other two because of her well-developed legs. She is a conceited, stubborn character who is infatuated with her plump white legs. Her favorite attire is red boots that show off her beautiful legs. Twei-twei hates being touched and she seldom lets Show-mi touch her beautiful legs. Bet your boots, she is dreadful when angered.

CHARACTERS



LONG-RI & LONG-YUI Residents of the Land of Desire (Yui-wang).

Long-ri (Ball of Sun) and Long-yui (Ball of Moon) are Ball Dragons that live in a small room in Yui-wang. Upon contact with a pure soul, they turn into real dragons. When Long-ri and Long-yui breath fire at each other, a Golden Flower is born. Since Long-ri and Long-yui are enslaved by King-gyou, the Golden Flowers are taken away unwillingly. But Golden Flowers are easily produced upon contact with pure Magatamas.

KA-GYOU Resident of the Land of Time (Shi-chieng).

Ka-gyou is King of Shi-chieng and he officiates over time and fate in Tong-Mou. He lives within the Fire Tower of Time Tong-tah. Ka-gyou is devoted to the study of legendary figures and historic events and he thinks a pose where he lifts both arms is very autocratic. Unfortunately, he tends to be quite comical and he hates to be made fun of, especially when the twins (Ying and Yang) do it. When this happens, Ka-gyou's always flaming body roasts with violent anger.



YING & YANG Residents of the Land of Time (Shi-chieng).

Ying and Yang are the twins that work in Thi-eng, the computer room, located within the depths of the Fire Tower of Time Tong-tah. Thi-eng is the Central Information Control Center of time and fate. Ying and Yang have contradictory characters: Ying is slow and lies and Yang is hard-working and known for his straightforwardness. Ying loves gossip and enjoys surreptitiously hacking using Thi-eng computer while Yang is a workaholic who loves his computer room. Since Ka-gyou unnecessarily orders the twins around and because even the smallest mistake angers Ka-gyou, they naturally dislike him.

CHARACTERS



GA-SHOW Resident of the Land of Time (Shi-chieng).

Ga-show is a creature that dangles within the spiral passage of the Fire-Tower of Time Tong-tah who is gifted with special powers of teleportation. He is capable of making vertical teleportations from the bottom to the top or from the top to the bottom of the Fire Tower. However, going halfway is not an option. Ga-show is unable to understand Ka-gyou pressing him to further practice teleportation because he doesn't think he is incapable of going halfway. Born from the Tree of Life on New Year's Day, Ga-show (meaning "Happy New Year") loves the phrase "Happy New Year."

T, B & C Resident of the Land of Time (Shi-chieng).

T, B & C live within the Fire-Tower of Time Tong-tah. T, B & C are really a single creature physically made up of three parts: T, B & C. He finds amusement in self-destruction. Lively fire is T, B & C's favorite dish, and he lives on flames of the Plains of Chi-u. Individually, T, B & C don't like their togetherness and their individual personalities make T, B & C move awkwardly.



SUI-GYOU Resident of the Land of Dreaming (Mon-chien).

Sui-gyou is the King of Mon-chien and is quite happy to be left alone to dream. Being a king, he must provide dreams to all the residents, a responsibility that can be quite unbearable – it totally drains him. He does, however, possess the privilege to dream the best dream himself. His ideal day is spent drifting away in dreams. His solitary nature makes him distressed and he usually seems depressed, but he enjoys depression. Sui-gyou hates quarrels and will do anything to maintain a peaceful life.

CHARACTERS



AH & UNG Residents of the Land of Dreaming (Mon-chien).

Ah (green) and Ung (red) are the gatekeepers of the Palace of Dreaming Ping-chao. When visitors try to come into the palace, Ah and Ung rush over to tell them a riddle – and they'll drive away anyone who does not answer correctly.

Because they believe their IQs are very high, they like the riddles' intellectual content and are quite rude to those they think possess low intelligence. They practice alchemy and are very fond of gold. In their free time, they hide in a room in the palace since they find visitors to be rather bothersome.

MONG-I Resident of the Land of Dreaming (Mon-chien).

Mong-i is a collector of Magatamas for dreaming. He was appointed to the role of collecting the Magatamas which flow into Mon-chien. He swallows them into his stomach then presents them to Sui-gyuu (King of Mon-chien). All Magatamas are gathered then stored in the Palace of Dreaming Ping-chao. Using his privilege to collect Magatamas, Mong-i conceals the fine ones for his own use. Sui-gyuu usually takes the best ones, so Mong-i hides them until his turn comes around, which is why he always longs for his turn to dream. He devotes himself daily to collecting Magatamas, but he is exhausted from this full-time duty and he wants a new job.



MONG-ARU Resident of the Land of Dreaming (Mon-chien).

Mong-arū, a collector of Magatamas for dreaming, has just been given his turn to dream. There are a limited number of Magatamas and chambers within the Palace of Dreaming Ping-chao, but for the residents of this land, dreaming is a matter of life or death and the competition to receive a dreaming time is extraordinary. Mong-arū has

CHARACTERS

served as a Magatama collector at the river for many years. His long-awaited turn has just arrived and he wants a wonderful dream, fast. The conclusion of his long-awaited dream is most frightening and worst of all, nobody can tell when his next turn will be. Mong-au thinks this palace needs more chambers for dreaming.

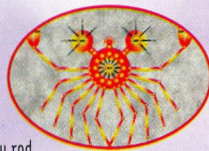


ZUO-MONG Resident of the Land of Dreaming (Mon-chien).

Zuo-mong is usually hidden within Sui-gyuu (King of Mon-chien) since he is of great importance to Mon-chien. Magatamas are illuminated with Zuo-mong's insight, resulting in the appearance of dreams. Capable of undergoing out-of-the-body experiences, he prefers to drift into dreams away with his powerful eye closed. But manufacturing Magatamas for dreaming is straining his eye and his eyesight is gradually deteriorating.

PANG-XIE Resident of the Land of Dreaming (Mon-chien).

Pang-xie is proud of his lengthy legs and handy scissors. Pang-xie has discovered the ultimate cuisine: he severs a leg to feed himself. That's right, his own legs are his favorite dish! No need to worry, they just keep growing back. He is an eccentric creature indeed. No alcohol, please – one drink and he'll turn completely red and pass out. When under the influence, he'll feed everyone his private cuisine.

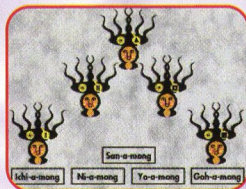


MAI-CHUI Resident of the Phantom Marketplace Hou-ang.

Mai-chiu is an able merchant who manages the Phantom Marketplace Hou-ang alone. The Phantom Marketplace Hou-ang appears and vanishes along with Mai-chiu's ever-changing moods. The Marketplace's only identification is the Eyeball Stone. Wherever you find the Eyeball Stone, there's a way to the Phantom Marketplace Hou-ang.

CHARACTERS

The Marketplace is based on an exchange system and Mai-chiu is a weirdo who loves trading. Therefore, the exchange regulations can be quite unique. Customers who do not appreciate the value of his merchandise or exchange regulation make him angry. He also dislikes customers who think money can buy everything.



A-MONG FAMILY Reside in every country of Tong-Nou.

Stealing is the business of the A-mong family. Scattered all over Tong-Nou, the A-mong family are diligent thieves. Each of the five brothers and sisters have their own stealing methods according to their individual interests. So, beware! Confirm the contents of your Furoshiki when you encounter these non-traditional shoppers. Ichi-a-mong likes paper, Hi-a-mong will take anything, San-a-mong steals for attention, Yo-a-mong is a gambler and Goh-a-mong is an epicure. All members of the family dislike unsophisticated moves and pursue refined stealing methods, but to others outside the family, they seem tacky.

FANG-SHIN Resident of every country of Tong-Nou.

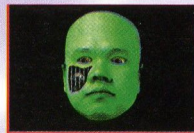
Fang-shin is a hybrid creature who is born frequently and easily from the Mingke-shu (Tree of Life). Innumerable identical creatures are scattered all over Tong-Nou. He is perfectly harmless, but, again, he's no big cheese. He is a friendly, verbose character who'll present you with a few clues. The Moku-gyou (King of Ming-ken) Administration is bound to eliminate the useless Fang-shin, but they have never been successful.



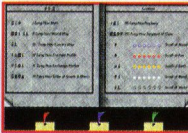

GETTING INTO THE GAME: WALK-THROUGH

This walk-through will help you to get around Tong-Nou.



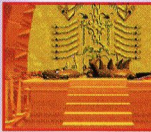
1. In the prologue, click on the right-pointing hand at the bottom of the screen to move through the prologue. To return to the previous page, click the left-pointing hand.
2. Pick up the red amulet (a charm to protect its bearer from harm) and the large green kerchief (called a Furoshiki).
3. When you come to the prologue's final page (the right-side arrow will no longer appear), click the center section and the main adventure begins.
4. Click the ocean section (the point where the cursor changes) and a red disk which looks like the sun appears.
5. Click the red disk and it turns into a green face.
6. Click the green face and the image zooms up.
7. Click the green face's left side. An eye ball contained in grating appears.
8. Click the eye in the grating and go inside.
9. Click the reddish-brown trunk. The lid opens.
10. Click the inside of the trunk. A book called the Tong-Nou Illustrated Book is inside.
11. Pick up the book.



GETTING INTO THE GAME: WALK-THROUGH

12. When double-clicking to open the Furoshiki, the book becomes the Tong-Nou map illustration.
13. Double-click the cover and the book opens.
14. Click "Contents" and the table of contents appears. Click the name of the part to be read to access that page. To mark pages, double-click the bookmark with the book opened to the desired page.
 
15. To turn the page, click the folded portion at the lower left or lower right corner.
16. To return to the main adventure, click any area other than the book.
17. Click the lower right side of the screen and a wooden passageway appears on the right.
18. Click the wooden part and enter the passageway. Proceed down the passageway by clicking at the part where the cursor changes.
19. You will see a row of five fires. Click the fire in the middle – it turns into a pair of eyeglasses. Click the fire on the right and it flames up very large. The message that "The Amulet has protected you" appears. When you open the kerchief, the amulet will have disappeared.
 
20. Click that fire once again. The screen fades out and you die.
21. A message appears. Click the center of the screen and more messages appear. When you see the mirror, pick it up.

GETTING INTO THE GAME: WALK-THROUGH

22. Next, a nameplate bearing the character for "Rin" appears – pick it up.
23. Click to turn the screen into a scene with a tree featuring two eyes, two noses and two mouths hanging down by roots. This is the incarnation system.
24. Follow the instructions and select an eye, a nose, and a mouth. Select the eye on the left, the nose on the right, and the mouth on the left, and Shah appears.
25. Click the center of the screen and a message will emerge. When a musical instrument appears on the upper right, double-click to pick it up. Click the center of the screen and you then emerge at the Tree of Life.
 

26. At the Tree of Life, clicking the screen causes the player to be automatically carried to the Land of Gold.
27. Move forward through a gold-colored dome. At the dead end is a character lying down and a wall mural, both which seem to possess some meaning.
28. Click the wall mural and the mural image zooms in with a message hint appearing.
 
29. Click again and return to the original picture.
30. Adjust the arrow to point to the right and click. When the direction changes, click again. (You will make a 180° change in direction.)
31. Take one step forward, turn left and the music changes.
32. Open the Furoshiki, use the gold bell and the pillar slides right.

GETTING INTO THE GAME: WALK-THROUGH

33. Click the interior and enter Shah's room.
34. Clicking center screen makes a message appear. Continue clicking to read the entire message, then click the screen's right edge twice. This causes a 180° change in direction.
35. Move forward and enter a corridor. Place the cursor over the pillar on the far side, and it turns into the shape of a hand.
36. Pushing the mouse button, slide the mouse to the right to move the column, then click the mouse to enter the secret room.
37. In the deepest part of that room, there are two jewels. Click the two jewels and they will emit fire and turn into dragons.
38. Continue to click each of the dragons and the flames collide and turn into a flower-like image.
39. Pick up the gold-colored flower then click screen's right edge twice for a 180° change in direction.
40. Take one step forward and turn left. Two images will appear.
41. Click the left image. It will collapse and a secret passageway will appear.
42. Click the passageway entrance and enter a flaming corridor that you have already passed through.
43. Click the second flame from the left and you'll be in the Land of Time.
44. Continue clicking as the cursor moves forward and changes. You emerge where something resembling a picture has been drawn on the ground.



GETTING INTO THE GAME: WALK-THROUGH

45. Click it and the scene zooms in with a hint message flowing across the screen.
46. Click again and return to the original scene.
47. Click twice on the right side for a 180° change in direction.
48. Click forward three times while maintaining the changing cursor as it moves forward. You will see Tong-fah, a burning lighthouse. Click until you see Tong-fah's name.
49. Click the tower stairway and ascend the tower.
50. Continue to move forward. Ignore any strange characters which appear along the way and continue on. Pay close attention to the back ground music.
51. Upon traveling a certain distance, you will hear a hand drum mixed faintly into the background music.
52. Open the Furoshiki and use the gold bell. A flaming hand drum appears.
53. Pick up the flaming hand drum and move further forward. You will be at the entrance to a red-decorated room.
54. Go inside to find twin characters and a keyboard-like object in the foreground.



ALSO INCLUDED



Additional Works by Osamu Sato

This CD-ROM also contains additional works by Osamu Sato.

Included are:

1. **Tong-Hou Characters (PC version: KARAKTAS.EKE):** a self-running introduction some of the characters you'll meet that live in the land of Tong-Hou. Include graphics of 16 different characters found throughout the 5 lands.
2. **Transcript Player (PC version: TRANSCRIPT.EKE):** a self-running file showing many works associated with Eastern Mind and Osamu Sato:
 - **Tong-Hou Autotrip:** a demonstration of the game.
 - **Tong-Hou Characters and ReMix:** a slide-show of character images from the game along with examples of Sato's digital artwork.
 - **Tong-Hou Compu Movie:** a QuickTime™ movie created by Sato using images from the game.
 - **The Alphabetical Orgazm:** a slide-show of images of characters from the English alphabet.

Music

This CD-ROM also plays music. These digital audio tracks will not appear on your computer, but you can play them on your stereo as you would any audio CD. Do not play Track 1, it is a data track. Start with Track 2.

- **Track 2:** Tong-Hou Theme
- **Track 3:** Transmigration (Tong-Hou ending theme)
- **Track 4:** Tong-Hou Theme (Esoteric Mix)

CUSTOMER SERVICE, SONY ONLINE ON THE INTERNET

Customer Service

Please call or write to:

(310) 449-2393

Sony Imagesoft, 919 East Hillsdale Blvd. Foster City, CA 94404.

If you have difficulties installing or using Eastern Mind, first look in this booklet or in any Readme files on the disc. If you can not find an answer, contact Sony Customer Support Monday through Friday, excluding holidays, at (310) 449-2393, 8 AM to 5 PM Pacific Time.

When you call, you should be at your computer and have the following information available:

- A description of your system including the type of hardware you are using.
- The exact wording of any messages that appeared on your display.
- An accurate account of what happened when the problem occurred and anything you have done trying to correct the problem.

Sony Online on the Internet

Further information about Sony Products including Eastern Mind may be found on the Internet at Sony's World Wide Web site, <http://www.sony.com>.

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