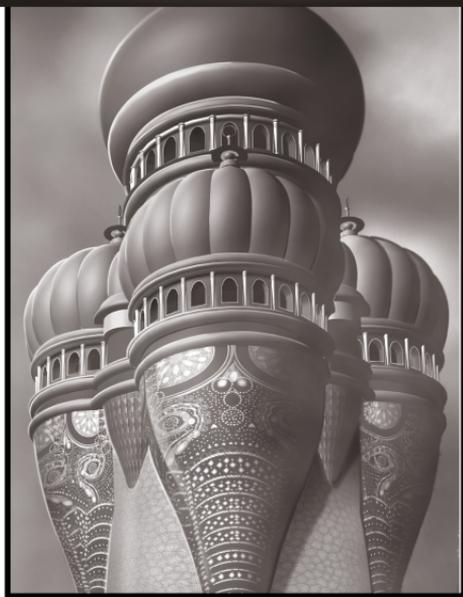


THE JOURNEY TO WILD DIVINE

The Passage

User's Manual



THE JOURNEY
TO WILD
DIVINE

USER'S MANUAL



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Welcome

In these uncertain times, what greater gift could we ask from science than to be taught the “Heart Breath” – a simple yet powerful breathing technique that, when coupled with a subtle shift in one’s awareness and state of mind, provides the instant ability to reduce stress and find that essential sense of inner balance so many of us are seeking today.

Welcome my friends to *The Journey to Wild Divine*, a game of adventure where you can discover the ancient yogic wisdom of mind-body mastery through the power of modern technology. A game where patience and perseverance are your most essential skills.

Many of the challenges in *The Journey to Wild Divine* require a degree of this mind-body mastery – a skill that improves with practice. Everyone is unique in how they regulate their body’s physiology with the meditative mind, so know that your first challenge is to learn your own unique way of accomplishing this. With time you will awaken this inner skill and discover a deeper understanding that can be applied to your life and to your own personal journey.

Remember that just as in life, you must be inquisitive and explore all areas of the Sun Realm in order to complete your passage. Many of the clues to *The Journey* are within The Companion Guide, so keep it handy as you enjoy the game. Your success will require great determination, but we are confident you will achieve this.

So, good luck my friend and don’t forget... to breathe!

Corwin Bell

Kurt Smith



AN INTRODUCTION BY JEAN HOUSTON:

The Journey and the Wild Divine

Since our earliest ancestors gradually spread all over the Earth, we have been on a journey. With it has come all manner of daring, adventure, growth, pain, ever pushing the membrane of the possible, ever moving toward a never ending horizon. Who or what is the strange attractor that ever lures us towards the next place and the next and the next after that? What or who serves as the beacon that ever beckons us to leave our local conditions and ways of being and take on tremendous challenge, impossible odds?

Is there something else that calls us on the journey, something so deeply coded within our humanity that try as we may, it never goes away. Some call it God, others say it is evolution, and there are those who name it the universe itself, seeking through us new forms and expression. In this game it is called the *Wild Divine*.

The Journey to Wild Divine is the journey of you, the heroic soul, as you travel from an outmoded existence to an enhanced and creative life. It has been crafted as a journey in a mythic realm where you the player learn to enter into states of mind, body and spirit that give you access to important capacities that can be of enormous benefit. After returning from the journey, now carrying the knowledge you have gained, these capacities can not only help you in your day-to-day life but also prepare you to



contribute to making the world a better place.

As you take this *The Journey to Wild Divine*, you may find yourself moving beyond old habits, patterns and ways of being. Instead you can be growing new habits and patterns, so that you gradually come to have an amplified mind and a compassionate heart. You become a citizen in a universe larger than your aspiration and more complex than all your dreams. You also become a member of that great band of heroes and heroines who embark on a journey of his or her transformation and discovery.

In his great work, *The Hero with a Thousand Faces*, Joseph Campbell drew upon the vast archive of the world's stories that tell of the journey of the hero and his or her transformation. A general pattern emerges from all these stories, a potent similarity in theme and sequence among the sacred stories of many times and cultures.

The same elements that make up the classical journey are here in this game. The classic journey begins with the Call to Adventure which beckons the hero to leave an outmoded condition and journey forth into new ways of being. Next is the Refusal of the Call, putting it off or delaying it because it comes at an inconvenient time or because one doesn't feel oneself worthy.

The hero then tries to cross the Threshold of Adventure to enter a realm of amplified power. In the traditional journeys, this stage involves leaving the world of ordinary reality and entering the inner, visionary realms. However, at this point one's way is blocked by a being who tries to prevent you from going further. This being is typically known as the Guardian of the Threshold.

Once the hero is able to get across the threshold, he or she is swallowed by the unknown, which in *The Journey to Wild Divine* is represented by a cave. This stage, which is known mythologically as the Belly of the Whale, permits



us to dissolve our identity in order to be rewoven into a stronger and brighter form. Mostly, it is a time of integration of the lessons one has learned so far in the journey.

The next stage of the journey is known as the Road of Trials. In The Hero's journey, this is a time of incredible tests and extraordinary adventures. One is hurled into adventures and challenges for which one has had little preparation, and yet somehow, one finds the resources with which to survive. These show up as magical helpers and supernatural allies.

The following stage of the journey brings the hero to the deepest point of the cycle, to achieve union or deep communion with the Divine within. It also has to do with finding the key to knowledge which involves an expansion of consciousness that affects one's entire being. In the game, this is known as the Wild Divine.

Once accomplished, this leaves only the Magic Flight Back across the threshold with knowledge and personal growth intact, so that with it, one can restore the world.

How do you take The Hero's Journey in *The Journey to Wild Divine*? First, helpers, allies and unusual teachers, appear to assist and instruct you in the various tests and challenges you will face. You will also learn, through the use of biofeedback sensors, how to control your own mind and body responses, thereby enabling you to perform remarkable feats, and extraordinary magics.

In addition, you'll find that you have a natural access to capacities like – visual, verbal, kinesthetic, interpersonal, subjective, intuitive, logical-mathematical. Capacities that improve the physical use of the body and that enhance memory, writing, creative expression, and problem solving.

Along the way, as with the hero's journey, the game gives you opportunities to integrate processes and exercises



which grow a more flexible body and a more spirited mind and a soul. This, in turn, can carry you into discovery of your own Larger Story as you learn more and more how to play the great Game of Life.

Best of all, like all people who have communed with the Wild Divine in themselves, you may even find yourself saying, “I have the strength, the depth, the capacity, the wisdom, and the purpose. I will prevail.”

— *Jean Houston*



Getting Started

Technical Support:

If you have questions, please refer to the Frequently Asked Questions “FAQs” button on the Main Menu or visit us at our website www.wilddivine.com/FAQs. If you are still having problems, our trained Technical Support staff, located in Eldorado Springs, CO, is available to assist you, at 1-866-594-WILD (9453).

Box Contents:

Hardware Platform:

- Set of three Biofeedback Sensors with connecting cable
- “Light Stone” Energy Translator
- USB cable

CD-ROM Software:

- One installation set (2 CD-ROMs) for PC
- One installation set (2 CD-ROMs) for Macintosh

Plus:

- User’s Manual
- “Soul Flight” Music CD
- Companion Guide to *The Journey*



System Requirements:

- 1.5 GB of Disk Space
- 256MB of available RAM
- 800 X 600, 24-bit color display
- CD-Rom drive
- QuickTime 6.3 or greater

PC:

- Intel Pentium III 800 MHz processor or higher
- Windows 98 SE, Windows ME, Windows 2000, or Windows XP

Macintosh:

- G3 or G4
- Mac OS X v10.2 or later



Installation of the Software:

Step 1: Remove the CD-ROMs from the installation set that matches your computer (PC or MAC)

Step 2: Insert “Disk Number 1” into your computer’s CD-ROM drive.

Step 3: In a few moments, *The Journey to Wild Divine* disk should auto-install.

NOTE: If it does not auto-install, then open The Journey to Wild Divine disk on your desktop and double click on The Journey to Wild Divine icon.

Step 4: Follow easy-to-use, on-screen instructions.

SPECIAL NOTE: This process will take approximately ten to fifteen minutes including the software registration. Please allow the install of QuickTime; it will not reinstall it if you already have it.

Also, please be aware, during registration you will be asked to enter the serial number located on the bottom label of your LightStone. This step is necessary in order to authenticate your software and activate your warranty.

Game Registration:

You will have to register your game and get an activation code to enter before being able to begin *The Journey*. If you have Internet access, just click the register button after loading the software. This will take you to our online registration system. Otherwise, you can call our Customer Support line at 1-866-594-WILD (9453) to register.



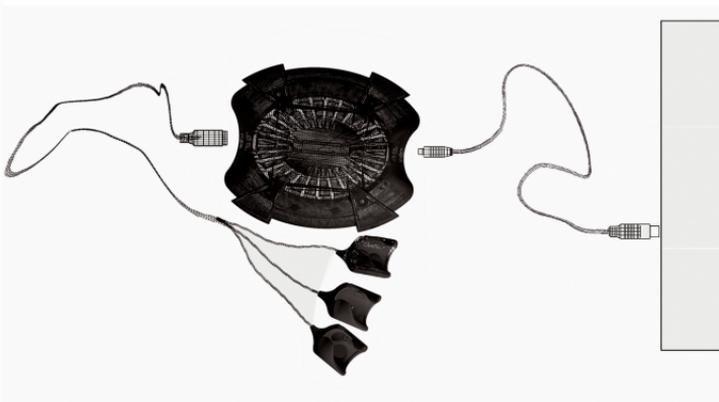
Hooking up the Hardware:

Remove the three hardware pieces from the package and connect the cabling as follows using the hardware figure below as a guide:

Step 1: Insert the square tip of the USB cable into the matching receptacle on the back of the Light Stone.

Step 2: Insert the opposite end of the USB cable, the USB plug, into the USB hub on your computer (this is a flat, thin receptacle).

Step 3: Insert the round plug at the end Magic Rings cable into the round receptacle on the front of the Light Stone.





Attaching the Magic Rings:

The “Magic Rings” are biofeedback sensors that enable you to control many “Events” within the game. They are worn on the three middle fingers of the hand that will not be controlling the mouse. Place the sensor marked with a gold dot on your middle finger. This is the “Heart Ring.” The other two Rings are to be worn on your index and ring fingers. The tips of your fingers should come to rest at the front edge of the Magic Rings and the pads of your fingers should rest comfortably in the sensors when applied with the “Wings” of the sensors folding down on the tops of your fingers (see the figure below).

SPECIAL NOTE: Place the “Magic Rings” on the hand that will not be controlling the mouse to begin your session. Though you can comfortably rest your hand on your lap, desk, etc., it is best to keep your hand still.





IV. How To Play

SPECIAL NOTE: Please turn off your computer's screensaver so that your gameplay is not interrupted.

Getting to the Main Menu:

Double click on *The Journey to Wild Divine* icon that appears on your desktop screen after you've completed the installation process. **SPECIAL NOTE:** On PCs the program set was also added to your Start Menu during the install.

When you start the game the first time, you will be asked to enter an activation code, which will authenticate *The Journey* software and activate your warranty. If you have Internet access, just click the register button. This will take you to our online registration system. Otherwise, you can register and get the code by calling Customer Support at 1-866-594-WILD (9453).



Main Menu Screen



After you enter your activation code, you will arrive at the Main Menu screen that looks like the figure at the bottom left. By clicking on the corresponding buttons you have the opportunity to do nine different things:

1. New Game – Click here to begin a new Journey. Selecting the New Game button will cause a dialogue box to appear with the following two options. Check the box with the option you desire and press the “OK” button.

– Standard Game (Recommended)

– Standard Game without Introduction Path
(Recommended only for repeat Journeys)

2. Save Game – Click here to save a game already in progress.

3. Load Game – Click here to load a game that you have previously saved.

4. How to Play – Click here to learn how to play or to review instructions.

5. System – Click here to check the functionality of the Magic Ring sensors.

6. About – Click here to learn a bit about the production of *The Journey*.

7. FAQs – Click here to find answers to common questions about the game.



8. Return to Game – Click here to return to a game in progress.

9. Quit – Click here to leave your Journey for a while. Remember to save your game.

VERY SPECIAL NOTE: Any time you want to return to the Main Menu when you are playing the game, just hit the <ESC> – usually located at the upper, left corner of the keyboard. Then click on “Return to Game” to resume play.

Testing the Magic Rings:

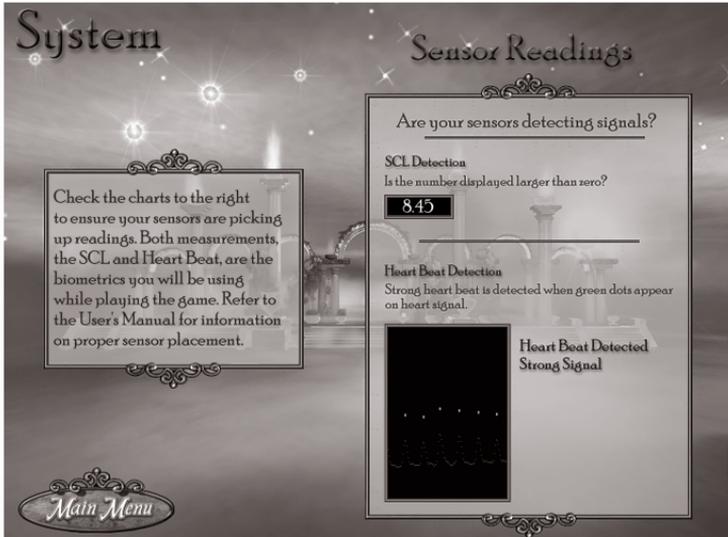
SPECIAL NOTE: You can comfortably place your hand in your lap, on your desk, etc., but please note that the rings work best when the hand is kept still.

The Magic Ring sensors are a vital part of your Journey. Therefore, it is important to test the Magic Rings prior to your Journey or when you return to your Journey. Testing the Magic Rings is simple and kind of fun! To do so, click the “System” button on the Main Menu. On the System page, you will see that your heart rate and your SCL (Skin Conductance Level) is displayed (similar to the figure below). These are the two biofeedback signals (or biometrics) that you will be using to play “Events” in the game. Play around a little and adjust the sensors on your fingers to see how adjusting the sensors affects the signals – find the finger position that provides the best signals – good strong signals ensure responsive game-play.

SPECIAL NOTE: You can return to this page at any point in your Journey by simply pressing the <ESC> key on



the upper left corner of your keyboard. This will take you to the Main Menu where you can click on the System button to return to the System page. To resume play, simply click the “Return to Game” icon on the Main Menu.



System Screen



The Basics:

The Journey to Wild Divine is played using a unique blend of standard mouse navigation combined with the use of the Magic Rings for many of the “Events” in *The Journey*. Basic navigation and the playing of Events are described below in overview format. However, learning to play *The Journey to Wild Divine* is best accomplished by clicking the “How to Play” button on the Main Menu. There, you will be given an instructional tour of all the elements on the PlayScreen that you will need for navigating through your Journey.

Navigation:

SPECIAL NOTE: A map of the Sun Realm is available in the Companion Guide to the Journey. Also, during your Journey you can call up the Map any time by pressing the “M” key on your computer keyboard. Orienting yourself often may be a good objective as you Journey through the Realm.

The Magic Wand:

At the very beginning of your Journey, you will receive a Magic Wand that acts as your main navigational tool and will allow you to move freely through the Sun Realm. Use your mouse to move the Wand in any direction. Watch your Wand closely; when the tip turns from blue to gold, this indicates an area available to explore - click with the mouse to go in that direction. Also pay attention to the “swoosh” of stars that signifies a direction for possible navigation. Also, as you see in the GameScreen figure, right and left arrows will appear in the right and left margins of your PlayScreen whenever it is possible to pivot in either of those directions.

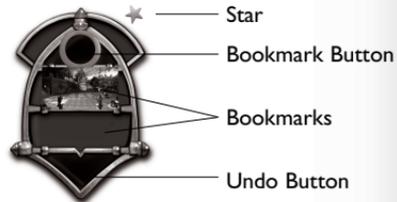


GameScreen

The Navigator:

Navigational help throughout the Sun Realm is provided by the Navigator – an icon at the bottom left of your screen in the Control Panel that looks like this:

The stars at the top of the Navigator indicate the directions that you can explore in the Realm, given your current position. The Navigator and the stars act as radar as you move your Magic Wand over the game-play area. Also remember to note the left and right arrows on the left and right margins of the PlayScreen. If they appear, it is possible to pivot right or left from your current position.



Navigator



The Bookmark Button:

The Navigator also has a Bookmark Button (refer to the Navigator figure) and two icon areas to hold bookmarked Journey locations. Click the Bookmark Button any time you want to save your current Journey position as a screen icon. Once saved, you can click on a Bookmark Icon whenever you want to be transported to that position in the Sun Realm. Use Bookmarks as a key part of your game strategy. If you think you might need to return to an area, bookmark it. But keep in mind you only can save two bookmarks at a time.

The Undo Button:

Finally, on the bottom of the Navigator there is an “Undo” button (refer to the Navigator figure) that allows you to undo your last navigational move if you make an error.



Event Indicator



SPECIAL NOTE: There is only one level of “Undo” and it is intended to be used if you mistakenly navigate to a position or transport to a position that you did not intend.

Playing Events:

An “Event” in *The Journey* is the opportunity to use the Magic Rings (or biofeedback sensors) on your fingers to move through a Journey challenge or to “just play” using your energy flow. When your Magic Wand moves over an area on the screen and the “Purple Haze” (or purple puff of smoke) appears, this indicates that you have the chance to enter and play an Event (see Event Indicator figure). Click on the Purple Haze with your wand to begin the Event.

There are three types of biofeedback Events throughout the game. On your Journey, you will earn a set of “Durga Eyes” which will appear as you enter most events and act as a visual cue to tell you what type of “Energy” Event it is. When the Eyes open with magenta pupils, you must summon your energy with strong, uplifting thoughts of joy or excitement. On the contrary, when the Eyes appear with blue pupils and then close, you must



work to bring your energy level down into a calm, meditative and relaxed state. The “Peaceful Breath” that Cosmo will teach you early in the game is a great tool for these meditative events.

The final type of Event is designated by a Glowing Heart. When you see the Glowing Heart, you must engage in an ancient Yogic breathing technique known as the



“Heart Breath.”To do it, gently inhale for five seconds and then gently exhale for another five seconds and repeat.

Your ability to control your energy level and master the Heart Breath will improve with practice. And as you develop these skills, not only will you advance in your *Journey to Wild Divine*, but you also will emerge more prepared to navigate your own, personal life journey.



v. Biofeedback Technology in *The Journey to Wild Divine*

Dr. Bob Whitehouse, a psychologist certified in biofeedback, and a former board member for the Association for Applied Psychophysiology and Biofeedback, and Sunny Turner, MA/biofeedback practitioner, provide the following information about the science of biofeedback:

Biofeedback uses electronic equipment to monitor people's internal physiological states and gives feedback that helps the recipient learn how to control these states, to activate, balance, release or to recover from them. Usually this also involves a coach, who guides the process, interprets the results, and makes suggestions. In *The Journey to Wild Divine*, however, the game itself gives you information about whether you're progressing or not. And, if you're having trouble, you can ask for help from a mentor within the game on how to change your energy.

The Journey's biofeedback component measures a player's Skin Conductance Level (SCL) and Heart Rate Variability (HRV). SCL measures sweat gland activity. Increased perspiration indicates increased autonomic nervous system activation, which is associated with increased energy—both positive, like excitement, and negative, like nervousness.

HRV is calculated from the differences in heart rate from one heartbeat to another. No two intervals are exactly the same, and you need a device more sophisticated than just taking your pulse to determine it. Greater HRV is a healthy goal. In fact, people who exhibit this tend to live longer and enjoy life more. Parts of *The Journey*



require users to attain this goal in order to move forward in the game.

Examining HRV is the fastest growing area in biofeedback and it can provide important methods of working with our own physiology. The Institute of HeartMath is one of many research groups that has been studying the effects of greater HRV. It combines research-based techniques and unique technology to help people fight the stresses of everyday life. Its research suggests that when you increase your HRV you can reach a state of coherence within the power spectrum frequencies of the heart that then gets the brain to synchronize with the heart and boost the immune system. This coherence pattern in the heart frequencies is also known as the heart's Resonant Frequency. Meditation, slow and easy abdominal breathing, or connecting with positive emotions are three researched ways for getting this desired pattern of both strength and balance. By synchronizing your heart rate with the breath (two skills that can be gained through playing *The Journey*), you can quite easily reach your heart's Resonant Frequency. Also, when we are in this state of coherence, its desired vibration pattern ripples out around us in an electromagnetic doughnut shape detectable eight or more feet in all directions. It even shows up in the brainwaves of anyone we touch! Who wouldn't want to experience the positive effects of such a state more and more often?

Movement through parts of and ultimately the conclusion of *The Journey* is dependent upon a person's ability to regulate their energy or physiological reactions by experiencing the mind/body connection associated with such emotions as joy, hope, excitement, relaxation and patience, to mention a few. The body responds by increasing, decreasing or synchronizing body rhythms, like the



Heart Breath, in a positive and healthy way. Most other biofeedback games simply tell people whether their SCL or pulse rate is moving up or down, and they have to figure out what's happening to them when this occurs. Usually these games require players to maintain just one thing—a very stable SCL or heart rate. At best, they can create some subtle changes to influence the outcome of the game.

To succeed in *The Journey*, players have to learn certain principles, which basically require an “allowing attitude” — a kind of passive will. It’s the difference between saying, “I must do this” and learning that the only way you're going to progress is by deepening your breathing or being in touch with more positive emotions or imagining that what you want to happen is already happening — bringing the wished-for event into the present.

In biofeedback terms, the game is set up so that players might actually have to raise either their sweat gland activity or heart rate in order to get through one particular barrier, while moving into a more balanced, or even calmer, state to successfully navigate another area. Progress in the game depends upon how well players integrate these biofeedback skills to accomplish the varying events.

At some point in the game, if a player has learned how to control their internal states to a degree, they can have an internal shift—something akin to an “aha” experience, where they just know how to do things. The game actually begins to occur in their minds. For example, they might just automatically let the inhale and exhale become equal in their breathing and deepen it a little bit. This would result in their going into the desired pattern of increased heart rate variability. Or they might accomplish the same thing by connecting with positive emotions. Continuing to play can result in a training effect, improv-



ing the capacity of the body to healthfully regulate itself.

The game gives players more awareness of the emotional, mental – and potentially spiritual – correlation of physical states. When players acquire enough awareness of how to make the shift from one state to another, they can begin to do this voluntarily. They can have integrated what we call our BEST team: Body, Emotions, Spirit and Thought.



VI. Troubleshooting and FAQs

Question: “If I am in *The Journey* playing the game, how do I return to the Main Menu?”

Answer: Simple, just hit the <ESC> key on your computer keyboard — usually on the upper left corner of the keyboard.

Question: “If I take off the sensors and come back to play the game, do I have to restart the game?”

Answer: No, taking off the sensors at any time does not affect the gameplay — the game is paused until the sensors are re-applied. When reapplied, the game requires a 25 second recalibration period. So please, take off the sensors if you need to answer the phone, get a drink, go to the bathroom, or just want to rest for a while.

Question: “Do I have to have my sensors on all the time?”

Answer: No, but if you remove the sensors the game will pause and when you re-apply the sensors there will be a 25 second recalibration period.

Question: “The ‘Unable to Detect Finger Sensors’ message box keeps appearing on my screen, what’s going on?”

Answer: In certain circumstances, the USB interface between the computer and the Light Stone can confuse itself and needs to be reset. To reset the USB interface, unplug the USB cable from the Light Stone and plug it in again.



Question: “How do I exit an event, like the juggling event?”

Answer: Hit the “Click When Finished” or “Try Again Later” button at the bottom of the PlayScreen.

Question: “What do I do at the entrance to Subtle Body Temple?”

Answer: Relax!

Question: “Where do I get my Magic Bag?”

Answer: The Lady of the Woods is making it for you right now – visit her!

Question: “How do I know to pick something up?”

Answer: If you mouse over an object with your Magic Wand and sparkles appear, you should click on the object to turn your wand into the Helping Hand. Drag the object to your Magic Bag with the Helping Hand. Chances are, you’ll need that object down the road of your Journey.

Question: “How do I get help from the mentor, Mila-Rugom?”

Answer: If the mentor is sitting in the lower, right-hand corner of your PlayScreen, you can simply click on him to get advice and gain his wisdom. Having the mentor show up in the corner of your PlayScreen is a secret gift to be gained on your Journey.

Question: “I don’t understand the Navigator – can you help me?”



Answer: Please refer to the “How to Play” section of this manual or the “How to Play” screen from the Main Menu for detailed descriptions of this important tool.

Question: “Help! I’m lost! How do I know where to go?”

Answer: There’s a handy map located in the Companion Guide to *The Journey* or you can simply press the “M” key on your keyboard during gameplay.

Question: “If I want to start a new game but do not want to go through the introduction path (with Sophia) again, how do I turn off the introduction path in the game?”

Answer: You will have the option when you start a new game to play without the Introduction path.

Question: What do I do at the Theatre of Inner Imagery?

Answer: This theatre is an “imagination theatre.” Optimal experience is achieved if you do these exercises with another person — each one of you wearing one of the SCL sensors (index finger and ring finger sensors). You can do the Inner Imagery on your own however, so don’t miss the experience for lack of a handy partner. But, in order to gain entrance to the theatre you must remove one of the magic rings on the ring or index finger momentarily.

Question: What happens if you hand off the finger sensors to someone else?

Answer: Keep in mind that the finger sensing circuitry is adaptive to each user. If a new user puts on the rings please allow 25 seconds for the sensor circuitry to recalibrate to the new user.



Question: How can I use this game?

Answer: You can use this game in many different ways:

1. You can play straight through, but take your time. There are over 10 hours of gameplay and the skills you learn are best retained when you take time to absorb them. So have fun – relax, enjoy, and explore.

2. You could bookmark a room or challenge and save the game to come to every day as a place to practice calming or energizing – like a daily meditation or exercise.

3. You could have your friends play their version of *The Journey* at the same time and explore together or even race. But realize that if you're "racing," the harder you try to win, the easier it will be for your friend to get to the end before you.



VII. Technical Support and Safety Information

TECHNICAL SUPPORT

The answers to additional Frequently Asked Questions (FAQs) can be found by selecting the FAQs button on the Main Menu of the Journey or, for a more detailed and updated list, visit <http://www.wilddivine.com>. Technical support is available at 1-866-594-WILD (9453).

DECLARATION OF CONFORMITY

For customers in USA:

Declaration of Conformity

Model Number: WDS01

Trade Name: Wild Divine

Responsible Party: Healing Rhythms, Inc.

Address: 3330 Eldorado Springs Drive, Box 381

Eldorado Springs, Colorado 80025

Telephone: 303.499-3680

Tested to comply with FCC Standards

FOR HOME OR OFFICE USE



This device complies with the limits for a Class B digital device pursuant to Part 15 of the FCC rules. Operation is subject to the following two conditions:

1. This device may not cause harmful interference.
2. This device must accept any interference received, including interference that may cause undesired operation.



For customers in Canada:

This Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

For customers in Europe:

CE mark indicates that this product complies with the European requirements for safety, health, environment and customer protection. Assessment of compliance of this product with the requirements relating to electromagnetic compatibility and safety were based on the following standards in accordance with the EMC Directive 89/336/EEC:

EN 55022 Limits and methods of measurement of radio disturbance characteristics of information technology equipment (ITE)

EN 55024 Limits and methods of measurement of immunity characteristics of information technology equipment (ITE)

IEC 60950 Safety for information technology equipment including electrical business equipment



IMPORTANT SAFETY PRECAUTIONS FOR THE LIGHT STONE AND ACCESSORIES

Operating and Storage Precautions

- Do not use or store this product in extremely hot or cold places.
- Do not use or store this product in places with excessive dirt and dust, or in direct sunlight.
- Avoid using or storing this product in places with strong vibrations or on unstable surfaces.
- Do not place this product on top of or beneath another unit. Do not install this product in a sealed enclosure.

Cleaning Precautions

- Do not apply organic solvents to the case, the cables or the sensors.
- Use a soft dry cloth to clean this product.

USB Connector Cable Handling Precautions

- Do not touch the terminal ends of the USB connector. Doing so may cause failure of the Light Stone and/or computer.
- When unplugging the USB connector, pull it out by the plug, not by the cable.

Sensor Cable Handling Precautions

- When unplugging the sensor cable, pull it out by the plug, not by the cable.

Other Precautions

- This product may not function properly with your PC



or MAC depending on your hardware, operating system, drivers, and/or applications.

- The Light Stone may not operate if not properly connected to the USB cable.



VIII. Credits

We would especially like to thank Jean Houston for embracing this Journey and for providing invaluable consultation on the many exercises that appear throughout *The Journey*.

Also, we are endeared to Nawang Khechog for his very special effort and the compassionate energy he provided as the mentor throughout the game. Nawang Khechog is a former Buddhist monk and a world renowned Tibetan Flutist and composer now living in Boulder, Colorado. Please visit him at his website: www.nawangkhechog.com

In addition, we are indebted to Liana Mattulich for the special interest she took in the development of *The Journey*. As a doctor and biofeedback specialist, she has been instrumental in pioneering the professional use of our product. Liana assisted extensively in scripting for both the game dialogue and the biofeedback challenges. She continues to be a great source of inspiration in our shared vision to help humanity move forward, as quickly as possible, in whatever ways that they can.



Credits for *The Journey to Wild Divine: The Passage*

Designed and Directed

Corwin Bell

Producer

Kurt Smith

Artists

Corwin Bell - Concept/3-D Artist/Special Effects

Bryan Mayner - Concept/3-D Artist

Karen Sadenwater - Special Effects and
Artist/Production Manager

Dennis Ruybal - Photoshop Artist

Programmers

Jan Delany - Director of Technology

Scott Near - Xtra Programmer

Safa Alai - Xtra Programmer

Frank Vernon - Xtra Programmer

Jim Dotter - Xtra Programmer

Actors/Voices

Jean Houston - Introduction, game voice-overs

Lynn Smith - The Journeyer

Nawang Khechog - Mentor

Margaret Rubin - Sophia

Katherine Hawkes - Voice of Sophia

Alan Livingston - Armond Juggler

Michael Cherrie - Cosmo

Jessica Irby - Lady of Compassion

Shauna Mayner - Sleeping Lady



Romona Mukhurjee - Double Durga Dancer
Titanya Dahlin - Big Temple Dancer, Lady of the Woods
Norma Johnson - Big Temple Dancer
Jennifer Monson - Big Temple Dancer
Joseph C. Wilson - Clock Maker
Erica Gauthier - Heart Temple Attendant
David DeBenedet - Falconer
Anne Bell - Lady on Horse, Lady in Globe, Big Temple
Dancer, Eyes
Deborah Cheu - Voice of Heart Temple Pools, Lady on
Horse, Lady in Globe
Chris Berry - Chemuka
Maya Leon-Meis - Oracle Voice
Flash - Dog
Chilkoot - Wolves
Brother - Lamas

Sound

Kurt Smith - Executive Director
Michael Verdick - Sound Director
Andy McEwen - Sound Editor
Mickey Houlihan - Environmental Sounds

Music Score

Kurt Smith
Carolyn Fazio

(additional contributors)
The Wild Divine Band
Andy McEwen
Chris Berry
Mason Dunn
Ty Burhoe



Songs

"Intro"

"Daybreak"

"Time Has Come"

"New World"

"The Longing"

"Soul Flight"

"Midnight Sun"

"One Spirit"

Performed by The Wild Divine Band

Written by Wild Divine

©&® 2003 Healing Rhythms Songs (ASCAP)

from the CD "Soul Flight"

"The Dance Makers"

Written and performed by Chris Berry

"Dande"

Arranged and performed by Chris Berry

Songs by Our Artist Friends

"Wanting Peace"

Performed by Nawang Khechog

Written, published, and copyrighted by

Nawang Khechog

P.O. Box 1584,

Boulder, CO 80306 USA

Originally released on the CD "Sounds of Peace"

available through www.nawangkhechog.com

for wholesale buy, please go to www.soundstrue.com



“New Light”

Written and performed by David Darling
Recorded and produced by Mickey Houlihan
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“Unseen Rain”

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“Cello Song”

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“Ani Oyo”

Written and performed by Samite Mulondo
Recorded and produced by Mickey Houlihan
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www.windovertheearth.com and
Samite Artistic Productions - www.samite.com

“Aadays Tisai Aadays”

Performed by Snatam Kaur Khalsa
Produced and arranged by Thomas Barquee
Written by Snatam Kaur Khalsa and Thomas Barquee
Published and copyrighted by Spirit Voyage Publishing
(ASCAP) Originally released on the CD “Prem”
Available through:
Spirit Voyage Music,
12732 Builders Road,
Herndon, VA 20170 USA
www.spiritvoyage.com

“Aad Guray Nameh”

Written and performed by Snatam Kaur Khalsa
Produced and arranged by Thomas Barquee
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Available through:
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“Kyrie” (found in the Liber Usualis)

Performed by Therese Schroeder-Sheker

Recorded and produced by Mickey Houlihan

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Therese Schroeder-Sheker - www.chaliceofrepose.org

“HinterLands”

Written and performed by Jeff Pevar

Recorded and produced by Mickey Houlihan

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Corwin Bell - Game Script, Companion Guide

Jean Houston - User's Manual Introduction, Game Script

Nawang Khechog - Game Script

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Alissa Lukara - Companion Guide Editor

Jonah Blue - Companion Guide Editor

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Kurt Smith - User's Manual



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Space Images

M17: A Hubble Closeup, NASA, ESA, J.Hester (ASU)

Denizen of the Tarantula Nebula, NASA and the Hubble Heritage Team (STScI / AURA)

Stars, NASA and STScI

Twistin' by the Lagoon, A.Caulet (ST-ECF, ESA), NASA

Earth at Twilight, ISS Crew, Earth Sciences & Image Analysis Lab, JSC, and NASA

Dwarf Elliptical Galaxy M32, NASA and T.Brown

Bubble Nebula - NGC7635 NASA and the Hubble Heritage Team (STScI / AURA)

Cartwheel Galaxy, NASA, HST

Cygnus Loop Supernova Shockwave, NASA, HST, Jeff Hester

N49's Cosmic Blast, Hubble Heritage Team (STScI / AURA), Y. Chu (UIUC) et al. and NASA

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Pencil Nebula - NGC 2736, NASA and the Hubble Heritage Team (STScI / AURA)

Bow Shock Around LL Orionis, NASA and the Hubble Heritage Team (STScI / AURA)

Zooming in on the First Stars, Tom Abel and Raif Kaehler

Crab Pulsar, NASA and STScI

Supernova Remnant Cassiopeia A, NASA and the Hubble Heritage Team (STScI / AURA)



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IX. Satisfaction Guarantee and Warranty

The creators and developers of *The Journey to Wild Divine* want you to have a rewarding experience with this product as we have committed years of our lives to bring this unique experience to you. However, if the experience is just not working for you, please contact us within 30 days of your Registration and we will allow you to return the product.

the 1990s, the number of people with a mental health problem has increased in the UK (Mental Health Act 1983, 1990). The number of people with a mental health problem in the UK is estimated to be 5.5 million (Mental Health Act 1983, 1990).

There are a number of reasons why the number of people with a mental health problem has increased in the UK. One reason is that the number of people who are diagnosed with a mental health problem has increased. This is due to a number of factors, including an increase in the number of people who are seeking help for their mental health problem, and an increase in the number of people who are being diagnosed with a mental health problem.

Another reason why the number of people with a mental health problem has increased in the UK is that the number of people who are living with a mental health problem has increased. This is due to a number of factors, including an increase in the number of people who are living with a mental health problem, and an increase in the number of people who are being diagnosed with a mental health problem.

A third reason why the number of people with a mental health problem has increased in the UK is that the number of people who are being diagnosed with a mental health problem has increased. This is due to a number of factors, including an increase in the number of people who are seeking help for their mental health problem, and an increase in the number of people who are being diagnosed with a mental health problem.

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