PHANTASMAGORIA

A PUZZLE OF FLESH

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SIERRA

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GAME INSTALLATION

WINDOWS INSTALLATION

1. Put the Phantasmagoria CD disk #1 into your computer's CD-ROM drive.
2. Close all applications.
3. Click on Run.
4. Select [Run].
5. Type the command line, type of driver your CD drive followed by "SETUP" (for example, if the letter of your CD drive is "D," type D:\SETUP and press Enter).
6. Follow the on-screen installation instructions.

Note: If you have a sound card that is not listed, you will be asked if you would like to read the "Read Me" file. This file contains all the latest information for Phantasmagoria, including consistently more discovered during testing. It is highly recommended that you read this file.

- After reading the "Read Me" file, you will be given the opportunity to register your copy of Phantasmagoria. If you do not wish to make sure you receive the latest updates on Sierra products, send a free subscription to Interactive Magazine. Sierra's own full color quarterly publication.

Additional System Requirements:
- 486 dx or better for Windows
- File cache or Smart Space VCA video card for Windows

PLAYING PHANTASMAGORIA

PASSWORD PROTECTION

Phantasmagoria uses a password-like system to exclude access to explicit scenes. Your game begins in the uncensored mode. Once you begin playing the game, however, you have the option of password protecting the explicit scenes. The password-like system works as follows: Each time the Control Screen (F1) or the bottom corner of the main menu, select the "censored" option and you will be asked to enter a password. From this point on, all game play will be censored. Returning to previously saved games (uncensored only) or switching back to the uncensored mode will require the password to be entered. Note: If you do forget your password and are stuck in the censored version, you must re-install the game to get back to the uncensored version.

THE FIRST SCREEN

Watch Introduction
- Click on this button to watch the introduction to the game.

Start New Game
- Click on the button to start a new game. After installation, the game always begins here, until the introduction does contain a password. Once a password is set, you will be asked to enter a password. This change to censored mode of play prior to beginning a new game.

THE SINGLE CURSOR INTERFACE

THE CURSOR

The Phantasmagoria interface is based on a single cursor. With this cursor, you can explore the world and interact with the game cast. The cursor changes into various icons. When passed over an interactive object or location, the cursor will highlight. Click on the highlighted object or location to activate it and watch what happens next.

INVENTORY OBJECTS

(1) Taking Inventory Objects
Sometimes when you click a highlighted object or area either the game character will move to the scene where Adrienne takes it and stuffs it in an item box at the bottom of the screen. Or, Adrienne will just pick it up and add it to the inventory. A maximum of eight inventory items is for you to possess at any given time.

(2) Examining Inventory Objects
It is a good idea to examine all the inventory objects you collect. To do so, click on the item in the inventory box. Adrienne will examine the object in close-up view. Sometimes, which will look like the selected inventory item. Sometimes, you will be asked to combine the object with another item in your left hand side of the interface panel. The object appears in 3-D within an item on the screen. Rotate the object by clicking to the left or right

of a within the next. Close the item window by clicking on the box in the upper left hand corner. Then click the cursor in an empty inventory box to store the object.

3. Manipulating Inventory Objects
When examining an inventory object in the three-dimensional view, be sure to click on the cursor on the object illustrated. If the cursor highlights, click on this spot to reveal the object's hidden secrets.

4. Using Inventory Objects
To use an inventory object anywhere object in the game, click on the inventory box to pick up the item. The cursor will change to show your selection. Move the cursor over the game screen. It will highlight when passed over an area or object where the inventory item can be used.

THE CONTROL BUTTON

The control button (F1) is located in the middle of the bottom of the interface panel. Click on the button to display the Control Menu. The following game control options.

CHAPTER PROGRESS CAUSE

This has keeps track of how far along you are in the current chapter of this particular game.

RESTORE

This button gives you the chance to go back to the last place you dropped a bookmark. Please bear in mind that restoring causes any progress made since the last bookmark to be lost. You will be prompted to click on a slot of your decision to restore and returns you to the game where you left off.

SAVE

The Save option lets you store the bookmark to your current position in the game. After saving your progress as described in the Save section, you can always choose Cancel to leave the bookmark where it was and return to the game.

VOLUME

Click on the up and down arrows to adjust the volume accordingly.

SCREEN SIZE

Depending on your computer's capabilities, you may have the option of setting the movie windows either at half screen or full screen. Full screen movies are the best, but if your system is slow or out of sync, try selecting half size.

RATING

Phantasmagoria automatically defaults to the uncensored version. You can switch to the "Censored" version by clicking on this button. You will be prompted to enter a password. Once you have set a password, returning to 'uncensored' game will require typing in the password again.

THE >> BUTTON

The Fast Forward button allows you to skip ahead to the end of a conversation or cinematic sequence. Note: If you've already played a section of the game, fast forwarding takes you to the end of the conversation or cinematic. The >> button changes to an X button during scene close up shots. Click X to leave the close up window.

THE HINT SYSTEM (F2 KEY)

In the left of the interface panel is a helpful skull known as the Hintkeeper. If you find yourself in a dramatic situation and don't know the next move, Hintkeeper is there to help you out. Click on the skull to activate the Hintkeeper. Be sure to use his help sparingly, however, as he will only help you out four times. Use them wisely though, everything else you can imagine free.

THE KITCHEN

Consider Your Next Move Carefully.
An introduction to game strategy, including hints, puzzle solutions, and more.

Experienced or especially competent players may choose to skip ahead to page 16, rather than avail themselves of the following assistance.

The introduction sequence sets the unsettling mood. Then you're thrown into a new game. Lost. Clueless. Or were you home? You will be asked to name your game. When asked where you wish to begin, select Chapter 1. Watch the chapter's opening movie. At its conclusion, you will have game control (as indicated by the return of your cursor's familiar shape).

Go ahead.
What are you afraid of?

THE PANTRY

Where dark secrets are stored.

Click on the pantry door. Common sense dictates that Adrienne turns on the light before investigating what's there. Once she can't, there's the mischief to be had. What's this? The big screen is exposed. Unfortunately, as the staple behavior of most pantries, it's empty. Click on the shelves. Adrienne doesn't find a cupcake, but she does find a key to her future. Click on the key. The game changes into an arrow to show the possible directions of movement. Click on the arrow leading out of the kitchen.

THE DINING ROOM & RECEPTION HALL

Set a place for two.

Explore the dining room carefully, checking out all the highlighted hotspots. You will learn Dad your book next to the fireplace.

Before Adrienne leaves the reception hall, have her start up the phone piano, and game of Lewis's premonition of the future. Try to remember the sequence. Pay Satan's fee, or, ask the receptionist check out the booklet in the fair, and test her with the following sequence. Lewis is counting on you. If you don't, you'll have much more trouble in this room of mystery.

THE BASEMENT

Danger lurks below.

You may have surmised that a fireplace poker makes an excellent tool for prying open the trapdoor in the pantry. Resist them, and unlock it from inventory. Notice the lantern hanging near the trapdoor. Once the cover is lifted, you can descend. Save it is dark down there! Fortunately Adrienne has matches. Get the matchbook out of inventory and click on the lantern. Now you can see where you're going down there. Watch as the stairs automatically come into view. Click on the stairs to enter room. If those walls could talk, what tales of horror might they tell?

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