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WINDOWS® 95 INSTALLATION

1. Start Windows® 95.
2. Insert the *Puzzle of Flesh* disk into your CD-ROM drive.
3. Follow the on-screen installation instructions.

DOS INSTALLATION

1. Insert the *Puzzle of Flesh* disk into your CD-ROM drive.
2. At the DOS prompt, type "CD" and press [ENTER]. Then type "INSTALL" and press [ENTER]. (If your CD-ROM drive is not "CD", substitute its letter instead.)
3. Follow the on-screen installation instructions.

MACINTOSH INSTALLATION

LOAD AND PLAY

1. Put the *Puzzle of Flesh* CD-ROM into your drive.
2. To install System Files see "INSTALLING SYSTEM FILES."
3. Launch the application called "A Puzzle of Flesh."

INSTALLING SYSTEM FILES

1. Open the IMPORTANT System Files folder on the game CD.
2. Drag all the items inside the folder to your Systems Folder.
3. Restart your Macintosh.

FASTER PLAY

1. Drag the *Puzzle of Flesh* HD folder to your hard disk.
2. Open the copied folder.
3. Launch the application called "A Puzzle of Flesh HD".

SETTING THE MATURITY LEVEL OF THE GAME

During the installation process, you will see the following text window:

"This game is an incredibly intense experience intended for mature audiences. We strongly suggest that you do not play this game if you are under 17. The terrifying images found here may be too much for more sensitive players. If you wish to tone down what you will see, choose the "Less Intense" version. If you want to see the full and uncensored version of "A Puzzle of Flesh," choose the "More Intense" version. Be warned--you do so at your own risk!"

If you choose the "More Intense" setting, you will be prompted to type in a password. Once that password is entered, you will need to re-enter it every time you restart the game. This is to protect more sensitive players from inadvertently playing the "More Intense" version of the game.

GAME STRATEGY

Phantasmagoria: A Puzzle of Flesh is a story-based adventure game. As you move through the terrifying world of Phantasmagoria, solving its puzzles and overcoming its obstacles, you will cause a dark and disturbing story to unfold. The more you explore, the more people you talk to and the more information you can find, the richer and more frightening the story will become. Each chapter of the game ends when you have accomplished certain specific tasks, but there is much more to see and do than the basic "must-do" path will reveal. Try anything. Try everything.

Go to every location you have access to, and explore everything. Even if you think you have completed everything you can do at a specific location in a certain chapter, try going there again. Sometimes things change when you're not looking. Pass your cursor over anything that interests you on the screen. Your cursor will highlight when it passes over something with which your character, Curtis, can interact. When your cursor highlights, click on that hot spot. Something is bound to happen, whether it is an inventory object you can take, a person you can talk with, or something much worse...

Talk to everyone you possibly can. Even if you have finished a talk string with a certain character, come back and try them later in the chapter. They might have more to say.

Try using your inventory objects everywhere you can. If an inventory object can be used in a certain place, the object will highlight when it is passed over that place. Many inventory objects will trigger conversations with other characters. This is particularly true in the psychiatrist's office. Remember, you can sometimes combine your inventory objects by clicking one object on another.

Save your game whenever you want to have a place in the story to which you can return. It is not necessary to save your game in order to avoid starting a chapter over, since you have the option of being automatically resurrected if Curtis is killed. For more on the save game feature, see page 8.

If you come to a point in the game where you feel you are stuck, retrace your steps. Have you forgotten to try something? Have you talked with everyone you can? Clicked on every hot spot? Have you explored every possibility in the game environment and in the computer interface? Have fun, and don't stress out. Half the fun of an adventure game is the satisfaction you feel when you figure out a tough puzzle. Of course, if you are completely stumped, there are several hint options available to you. See hint information on page 16.

One last word of advice. Bear in mind, this game is not as frightening as you might think.

It's much, much worse.

THE INTERFACE

THE CURSOR

When you move your cursor around the game screen, it will highlight when you pass it over certain objects, areas, or characters. The highlight means that you will be able to interact with the person, place, or thing which caused the cursor to change. Click on the object with your left mouse button, and watch as something happens to Curtis. (Or cover your eyes, as the case may be.)

Sometimes the cursor will change into an arrow when passed over the screen. That means that there is an exit in the direction of that arrow. If you click the left mouse button when the arrow is onscreen, you will cause Curtis to move to the room or angle indicated by the arrow.

THE CONTROL PANEL

On the upper right section of the screen is the "puzzle piece" icon. Click here to bring up the Control Panel. From the Control Panel you can adjust volume, save and load games, and quit the game. You can also read game documentation by clicking on "help," and you can read about Sierra by clicking on the "Sierra" icon.

Click here to change audio and video options for the game.

Click here to save your game.

Click here to restore a previously saved game.

Click here to exit the Control Panel and continue the game where you left off.

Click here to read game documentation.

Click here to view the list of people who created the game.

INVENTORY

Move your cursor to the lower middle section of the screen. When the inventory window appears, you can click on the inventory item you wish to use. Your game cursor will change into that inventory item and you can either use it or by clicking it on the inventory window to return it.

To examine an inventory item more closely, click on that item with your play cursor to take it, then click that item on the "Eye" icon, located on the lower right side of the screen. This will cause the item to appear in a large window in the middle of the playing screen. You can click on inventory items with your play cursor when they are in this large window to attempt to manipulate them. You can sometimes combine inventory objects by clicking one object on another in this interface. To exit this window, click on the "Exit" icon on the window.

To restore a game, click on the "Load" button from the Control Panel. Click on the game you wish to restore. It will highlight. Next, click on the "Load" button on the Load Game interface panel. Your game will be restored.

To delete a saved game, select a saved game by clicking on it, then click the "Delete" button. You will be prompted to delete the saved game. Click "Yes" and the game will be permanently deleted. Clicking "No" will dismiss the message and return to the Save Game screen without deleting the saved game.

On the Save Game window, click here to save your game.

On the Load Game window, click here to restore the highlighted save game.

On the Load Game and Save Game windows, click here to delete the highlighted save game.

SAVING AND RESTORING YOUR GAME

You may want to save your game in a region of the game you particularly like, or when you're ready to stop playing the game for a while. If you quit the game without saving, your place in the game will be "book-marked," or saved for you, but that will not be a permanent saved game you can restore whenever you want. If you do choose to save your game, you can save as many games as you have hard disk space for.

To save a game, type in a short description of it in the area of the save game interface provided. Then click the "Save" button. If you want to replace a game, click on the description of the game you wish to replace. It will highlight. Type in a new name for your new saved game, and click on the "Save" button.

VIDEO PLAYBACK

The Video Playback icon is on the upper left section of the screen. Click here to replay significant movies you have seen so far. When you click this icon, you will see a descriptive list of the movies you have triggered so far in this chapter of the game. If you click on one of these descriptions, that movie will play. If you wish to see a movie from a chapter you have already completed, click on the name of that chapter. You will be prompted to insert that CD into your drive. To exit the Video Playback interface, click the "Continue" button.

THE MAP

The Map button is in the lower left section of the screen. When you click on this icon, the map will appear on the playing screen. You must click on an available location on the map to go there and make the game progress. You will only be able to go to certain places, based on what actions you have completed in the game or the chapter so far. In some instances, at the end of certain movies, the map will be brought up automatically. This is to let you know that your character must go somewhere else to make the game progress.

TECHNICAL SUPPORT

AUTOMATED TECHNICAL SUPPORT LINE
(206) 644-4343

IN THE U.S.
Sierra On-Line
Technical Support
P.O. Box 85006
Bellevue, WA 98105-8506
Main: (206) 644-4343
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4 Brewery Court
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Parc Tertiaire de Meudon
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(jueves a viernes de 9h30 a 14h y de 15h a 18h30)
Fax: (34) 1-381-08-39

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Contact your local distributor or vendor.

MODERN SUPPORT
Internet: <http://www.sierra.com>
Sierra U.K. BBS: (44) 1-734-30-4227
CompuServe: GO SIERRA
America Online: Keyword: SIERRA

DIRECT SALES
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Mon-Sat: 7AM to 11PM CST
Sundays: 8AM to 9PM CST

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HINTS

U.S. HINT LINE
Sierra Hints
PO Box 53210
Bellevue, WA 98015-3210
Fax: (206) 562-4223
For Automated Phone Service:
1-900-370-5583
\$.75 per minute. (must be 18 years of age, or have parental permission). You may also contact Direct Sales for a hintbook.

CANADIAN HINT LINE
For automated phone service:
1-900-451-3356
\$.75 per minute (Canadian)
Callers under 18 years old must have parents permission. You may also contact Direct Sales at 800-757-7707 for hint books.

NEW SIERRA HINT LINE:
For adventure games released after January 1, 1993. Charged 39p/minute, 1993 rate. Maximum call length: 7.5 minutes. Maximum charge cheap rate: £2.93, £3.68 other times. Must have permission of the person who pays the phone bill before calling (line available in the UK only, 24 hours. Requires a touch tone phone).

OLD SIERRA HINT LINE:
For adventure games released up to December 31, 1992. Calls are charged at normal telephone rates (requires a touch tone phone, 24 hour line).

ON-LINE HINTS & SUPPORT
Access Sierra's Hints through CompuServe by typing:
GO SIERRA
then go to Hint Connection
REPLACEMENT & RETURNS
Disk/CD Replacement:
Sierra On-Line Fullfillment
PO Box 485
Coarsegold, CA 93614
Product Returns:
Sierra On-Line Returns
PO Box 485
Coarsegold, CA 93614

FRANCE HINT LINE:
36-88-46-50 (hint line)
2,23F TTC la minute; tarif en vigueur au 1 juillet 1996 (France métropolitaine seulement).

GERMANY HINT LINE
0190-515 616
Kosten: 1,20 DM pro Minute (Nur in Deutschland verfügbar)

U.K. HINT LINE
Old Games Hint Line: (0) 1-734-30-4004 (within the UK)
Old Games Hint Line: (44) 1-734-30-4004 (outside the UK)
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Trevor: Paul Mitri
The Heatonb: Burt Bulos
Dr. Rikki Harburg:
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Paul Warner: Warren Burton
Little Curtis:
Paul Joseph Standlee
The Ratwoman: V. Joy Lee
Tom: Michael Taylor Donovan
Bob: Don Berg
Detective Allie Powell:
Regina Byrd Smith
Marianne Craig:
Devise Loveley
Jonas Carak: Todd Licea
Mac: Jason Bortz
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Blogs: "One-Take" Rosie

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Robert Wharton and the Sierra Operations Staff
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Nola "Angel of Mercy" Moss
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Rob "Catalonic" Kenny
Adrian "Dog Toy" Bourne

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TrueMotion

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Props by: Seattle Prop & Costume
Leather Garments by: Fantasy
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Talent Fund- Half Moon Bay, CA
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Shot at Butler Video Studios in Bellevue, Washington and on location in and around Seattle, Washington.

All animal action was monitored by Lorelei, who would have yanked the lungs out of anyone who even tried to hurt, scare, inconvenience, or irritate Rosie. No animals were harmed in the making of this production.

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Andy "Buttfat" Hoyos
Tim "The Flash" Weiss
Tawna Laccero, Jaqueline Erbe, & Guest
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Jiri Rehak
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Regina Byrd Smith
Marianne Craig:
Devise Loveley
Jonas Carak: Todd Licea
Mac: Jason Bortz
Dr. Marek Michael Simms
Dr. Rikki's Security Guard:
Douglas Mac
Blogs: "One-Take" Rosie

PRODUCTION CREW:
Director of Photography:
Sandra Hunter
Director of Photography:
Matt Jensen
Camera Operator: Brian Baugh
Second Assistant Camera:
Daren Findling
Production Designer: Christopher Klomeck
Gaffer: Alexander Buono

SPECIAL THANKS TO:
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Ayesha Tidwell
Leslie Gagne
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Margie Lovell
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Dale Whisterson
Colette Bottinelli
Rod Hilton
Rick Sutherland
Ken Prugh
Gary Brown
Marianne Sulkosky
Topo Swope
Brad Tallman
SGT. Todd Oliver
DeeDee "Florence Nightengale" Irby
Nola "Angel of Mercy" Moss
Matt "Dougie" Thompson
Courtney "Butt Meat Man" Jones
Rob "Catalonic" Kenny
Adrian "Dog Toy" Bourne

SIERRA PROGRAMMING TEAM:
Lead Programmer: Jerry Shaw
Team Programmers:
Tim Weiss, Brian Johnston,
& Robert Lindley

SIERRA QA TEAM:
Jay Williams & Kenyha Smith

SIERRA CONFIGURATION:
Michael Brosius, Joe Carper,
Michael Jones, Mark Budge,
Nathan Clark, Steve Deckert,
Scott Howell, Jillian Leonard,
Marsha McCarthy, Mike
Pickinick, John Ratcliffe,
Cindy Romero, Leonard Salas,
Sharon Simmons, John Traugler,
Douglas Wheeler & Dan Woolard

SIERRA TONY'S PAVIA:
Greg Tomiko-Pavia, Dave Artis,
Christopher Smith, Larry Scott,
Terry McHenry, and Dan Foy

DOCUMENTATION:
Author: Lorelei Shannon
Design: Kern Willard

Shot at Butler Video Studios in Bellevue, Washington and on location in and around Seattle, Washington.

All animal action was monitored by Lorelei, who would have yanked the lungs out of anyone who even tried to hurt, scare, inconvenience, or irritate Rosie. No animals were harmed in the making of this production.

Adam "Puzzle Man" Szoferan
W. Ted "Outburst" Moyer
Rebecca "The Crayon" Roka
Matthew "Mongo" Nethercutt
Jeff "Bruiser" Sachrere
Richard "Wacko" Smalley
Brendan "BitMaster" Various
Cindy "Baby Toy" Various
P. A. "Fangs" Quinn
Leslie "The Barbarian" Fleming
Chris "Bad Boy" Sherry
Ben "Mixer" Floyd
Paul "The Board" Weiss
Gary "The Voice" Spinrad
Mark "Peeping Tom" Emmart
Amber "Zombie" Burnett
Chris "Blue Boy" Mans
Kenny "Meatwagon" Smith
Andy "Buttfat" Hoyos
Tim "The Flash" Weiss
Tawna Laccero, Jaqueline Erbe, & Guest
Jiri Rehak
Robert Cole
Terese Galt

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CREDITS

Executive Producer: Ken Williams
Line Producers:
Jerry Bowerman, Scott Lynch,
Doug Brown, & Craig Alexander
Producer: Andrew Hoyos
Director: Matthew Thornton
Game Designer and Screenwriter:
Lorelei Shannon
Director of Photography:
Matt Jensen
Art Director: Jeff Lane
Composer: Gary Spinrad
Editor: Wes Plate
Second Unit Director of
Photography: Rod Fung

PRINCIPAL CAST:
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Joelynn: Monique Parent
Therese: Ragna Sigurd
Trevor: Paul Mitri
The Heatonb: Burt Bulos
Dr. Rikki Harburg:
Cynthia Steele

Paul Warner: Warren Burton
Little Curtis:
Paul Joseph Standlee
The Ratwoman: V. Joy Lee
Tom: Michael Taylor Donovan
Bob: Don Berg
Detective Allie Powell:
Regina Byrd Smith
Marianne Craig:
Devise Loveley
Jonas Carak: Todd Licea
Mac: Jason Bortz
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