

Go deeper inside the terrifying mythology with the final thrilling volumes of the Blair Witch Game Trilogy:



Blair Witch Volume I: Rustin Parr is set in 1941, and pits government special investigator Doc Holliday against the ancient evil that drove hermit Rustin Parr to abduct and slay seven children in Burkittsville, Maryland. Along the way, she will have to interact with the stricken townspeople, investigate hidden legends and arcane rituals, and seek to unravel a twisted mystery that still haunts the town.



Blair Witch Volume III: The Elly Kedward Tale is set in 1785, the year Elly Kedward is accused of witchcraft and banished from the Blair township. She withdraws into the woods and no one thinks anything more of her until their children start disappearing. Jonathan Pyge, once a pastor but now in conflict with his own shattered faith, journeys to the town of Blair where he must master all forms of magic—white and black—if he is to save anyone, including himself.



WWW.HUMANHEAD.COM

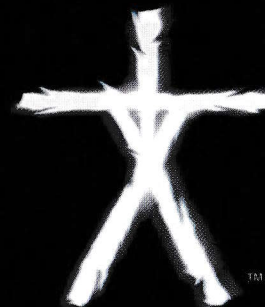


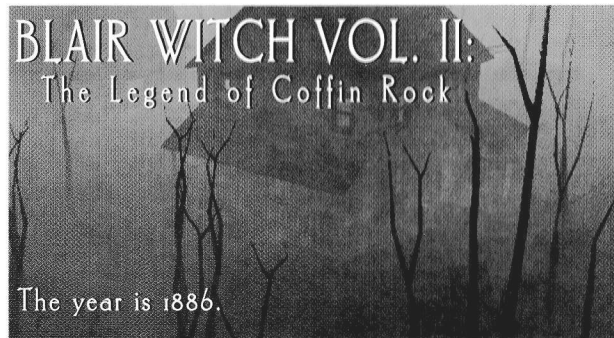
WWW.GODGAMES.COM

©2000 Artisan Pictures Inc. All Rights Reserved. "Stickman" is a registered trademark and/or service mark of Artisan Pictures Inc. All Rights Reserved. Human Head Studios and the Human Head Studios logo are trademarks of Human Head Studios, Inc. Gathering of Developers and godgames are trademarks of Gathering of Developers, Inc. All other trademarks and trade names are properties of their respective owners. © 2000 Gathering of Developers, Inc. All Rights Reserved.

BLAIR WITCH

VOLUME 2: THE LEGEND OF COFFIN ROCK





For half a century, the evil that lurks in the Black Hills surrounding Burkittsville, Maryland has lain dormant—the full scope of its terror existing only in the shared consciousness of townspeople forever shaped by the legends of their dark history.

Now the nightmare has returned. A young girl has vanished and the search party dispatched to find her has disappeared without a trace. Once again a cold rush of fear has gripped Burkittsville, reawakening the horrifying myths of the forest.



CONTENTS

The Legend of Coffin Rock	3
Getting Started	7
Installing the Game	7
Starting the Game	8
Menus and Options	9
Controlling the Game	12
General Tips	16
Troubleshooting	18
Tech Support	24
Credits	25
Software License Agreement	27

THE LEGEND OF COFFIN ROCK

A Simple Stone Outcropping

They called it Coffin Rock—a simple stone outcropping overlooking a tranquil creek in the woods—notable only for its unsettling resemblance to a casket. But in this land of unspoken fear and whispered legends, even the most seemingly innocuous landmark can be charged with great significance. The people of Burkittsville have always known that their forest conceals great evil, and that this evil may manifest itself at any time, in any corner of the dark woods.

And so it was at Coffin Rock that an act of ritual torture, unspeakable and horrific, re-ignited the dormant fears of a population and cast a quiet town once again at the mercy of malevolent supernatural forces.



A Man Called Lazarus

"Come on, Mister, you can make it. It ain't that far..."

You awaken to the voice of a little girl and a paralyzing pain in your head. You touch the source of your agony and find your hand covered in blood. You strain to focus, and her face slowly comes into clear view—a young girl, no more than eight years old, a knowing smile playing upon her lips.



You rise— disoriented, wincing in pain— and notice your own tattered clothing, the threadbare uniform of a Union army officer. But there is no moment of self-recognition, no familiarity with yourself or your surroundings. To your horror, you realize that you can't remember even your own name.

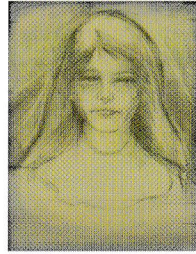
Mortally wounded and stricken by amnesia, you follow the girl out of the forest and to the home of her grandmother— a kind, but strange, woman who nurses you back to health and dubs you Lazarus, after the Biblical character who rose from the dead.

Vanished Without a Trace

"Those damned woods have taken my Robin. My baby..."

You stir from your sleep once again—this time within the safe confines of the Weaver woman's farmhouse. Strange and ominous nightmares, elusive clues to your lost past and uncertain future, linger and, once again, you find only confusion in your conscious mind.

You ask for the girl—to thank her for saving your life—only to find that she's mysteriously vanished into the woods. Uninitiated in the legends of the forest, you're surprised when the woman frantically asks you to find her granddaughter. A search party has been sent out, but she foretells a tragic end to their efforts and insists you that you are the only hope for Robin Weaver's safe return.



Your Mission

"I brought you back from the dead, and you're in my debt now. I need you to repay that debt by finding my little Robin..."

You accept Grandma Weaver's mission, partly in gratitude for her kindness and partly out of a sense of obligation. Armed with only a pistol and a crucifix, you set out for the forest. Along the way you must talk to the townspeople and assimilate their local legends— not only that of the

Blair Witch, but also those of ancient Native American myths, a hideous beast known only as the Snallygaster, and reported sightings of the ghosts of Civil War soldiers.

You must travel with your eyes wide open, and never underestimate the use of any information or item. Even the most seemingly insignificant object or scrap of knowledge could mean the difference between success and failure.



As witness to the horrible fate of the search party at Coffin Rock, you are left alone to unravel the mysteries of the forest, battling successive incarnations of evil as you seek to rescue the girl while piecing together your own past from the shattered fragments of your memory. Through a series of disturbing flashbacks, you'll discover clues to your own identity and the true nature of the evil that surrounds you.

SYSTEM REQUIREMENTS

Windows 98, Windows NT 4.0, or Windows 2000
Pentium2, Celeron, Pentium3 or AMD
Athlon CPU
64MB System RAM (96MB for 3D
hardware acceleration)
Sound Blaster Live! for environmental
audio effects
Matrox G200/G400, ATI Rage 128, or
TnT/TnT2/GeForce recommended for
3D hardware acceleration
850MB of free disk space & 200MB of
free virtual memory



Installing the Game

1. Insert the CD-ROM marked Blair Witch Vol. II into your CD-ROM drive.
2. If Autorun is enabled for your CD-ROM drive, the CD will automatically bring up the Blair Witch installation.
3. If Autorun is not active for your CD-ROM drive, you can install the game by clicking on the Windows START button, selecting RUN, and typing D:\setup.exe, where "D" is the letter of your CD-ROM drive. Or you can open the Windows File Manager, find your CD-ROM drive, and double-click on SETUP.EXE in the CD's file menu.
4. Select your language preference then follow the prompts to install the game.

5. Please note that you will need 850 MB of free space on the hard drive that you are installing Blair Witch Volume II – The Legend of Coffin Rock.
6. Direct X 6.1 is required to play Blair Witch, but we recommend using DirectX 7a. If it is not installed on your system, please visit <http://www.microsoft.com/directx/> and download Direct X 7a. If Direct X 6.1 or later is already installed on your system, skip to Step 7.
7. Once the installation is complete, the README.TXT file in the Blair Witch directory will be automatically displayed. It is highly recommended that you read this file, since any changes that may have been made to the game since the printing of this manual will be detailed in this file. A shortcut to the readme.txt file is included in the Blair Witch folder created during installation.

Starting the Game

The installation program has placed a shortcut to Blair Witch on your Windows Desktop. Double-click the icon labeled Blair Witch Vol. II- The Legend of Coffin Rock to launch the game. Alternately, you can open the Windows START MENU and select PROGRAMS, then Blair Witch Vol. II- The Legend of Coffin Rock. Click on the icon labeled Blair Witch Vol. II- The Legend of Coffin Rock in the next menu to launch the game.



Menus and Options

MAIN MENU

*There are four choices you can make from the Start Menu: **Start**, **Options**, **Load** and **Quit**. Navigate the menu with the UP/DOWN arrows. The ENTER key selects that menu entry and ESC backs out of the current menu. At the Main Menu, ESC exits the game.*

START: SELECT START TO BEGIN PLAY.

OPTIONS: THE OPTIONS MENU ALLOWS YOU TO ADJUST THE SETTINGS OF THE GAME TO BEST FIT YOUR SYSTEM AND PERSONAL PREFERENCES. THE THREE CHOICES ARE: GRAPHICS, SOUND AND CONTROL.

GRAPHICS OPTIONS: USE THIS MENU TO ADJUST THE VISUAL ASPECTS OF THE GAME. BE CAREFUL WHEN ADJUSTING THESE SETTINGS, AS NOT ALL MACHINES CAN HANDLE THE HIGHEST SETTINGS FOR EACH OPTION.

Resolution: The Nocturne engine supports resolutions from 320x200 to 1280x1024. Cycle through the resolutions with the LEFT/RIGHT arrows. Note that resolutions above 640x480 require hardware acceleration. The game is optimized for 640x480.

3D Hardware: This option toggles hardware rendering. On some systems with 16-bit video cards, it might be better to switch hardware off in order to play the game using the superior Nocturne 32-bit software renderer.

3D API: Displays a list of any available DirectX drivers. Only appropriate if 3D Hardware is on.

3D Card: Displays a list of any 3D Hardware detected. You can select

which card you wish to use. If none are available, this entry will report "No 3D Hardware detected."

Bits per pixel: The Nocturne engine is optimized for 32-bit rendering, though it is capable of dropping to 16-bit if necessary.

Monitor calibration: This takes you through the monitor calibration process that sets your monitor to display the game as it was intended to be displayed. It's designed to set your monitor's black to true black so you can enjoy the film noir quality afforded by the Nocturne engine.

Subtitles: Purely a matter of preference, this option enables or disables the text displayed during character conversations. It does not affect the performance of the game.

SOUND OPTIONS: SOUND, MUSIC AND DIALOG PLAY A MAJOR PART IN THIS GAME. YOU ARE ENCOURAGED TO FIND THE BEST SETTINGS FOR YOUR MACHINE. KEEP IN MIND THAT THE HIGHER SETTINGS ON SOME OPTIONS MIGHT IMPACT PERFORMANCE ON CERTAIN MACHINES.

Sound: On or Muted.

Sound Effects Vol: Use LEFT/RIGHT arrows to increase or decrease the volume of sound effects.

Dialog Vol: Use LEFT/RIGHT arrows to increase or decrease the volume of dialog.

Menu Music Vol: Use LEFT/RIGHT arrows to increase or decrease the volume of the music in the Menu.

Output rate: This will generally be set by the program during installation, but modifications can be made at any time afterwards. Output

quality: 8-bit and 16-bit.

Output type: Stereo or Mono.

Device: The ENTER key brings up a list of all available devices. If your system's device does not react properly, you can use the Nocturne WavOutWrite software driver.

CONTROL OPTIONS: THIS OPTION ALLOWS YOU TO MODIFY THE CONTROLS.

Control: Keyboard / Mouse, Keyboard, Gamepad or Mouse

Edit key settings: Allows you to re-define the key assignments for all player control.

Always run: If Always run is on, the hero will run by default. The Runkey will cause her to slow to a walk.

Aiming: Auto or Manual. The Auto aim mode causes the hero to automatically aim at nearby targets as long as they are in his field of vision. Manual aim mode is far more challenging.

Auto Use health: The recommended setting is YES. If the hero has any healing supplies, she will use them automatically when needed.

Invert Mouse Y Axis: Select YES for this option if you prefer your vertical mouse movement to be styled after aircraft controls (push forward to look down, pull back to look up).

Mouse X-axis sensitivity: Adjusts the side-to-side reaction speed of the mouse. Hit ENTER to bring up an adjustment slider. Move the mouse left and right to set the level then hit ENTER again.

Mouse Y-axis sensitivity: Adjusts the up/down reaction speed of the mouse. Hit ENTER to bring up an adjustment slider. Move the mouse left and right to set the level then hit ENTER again.

LOAD: SELECT THE GAME YOU WISH TO LOAD FROM THE MENU.

QUIT: THIS OPTION RETURNS YOU TO YOUR DESKTOP. DURING THE GAME, THE ESC KEY BRINGS UP THE FOLLOWING MENU:

Return to Game: RESUMES GAMEPLAY.

Options: Brings up the Option menu, allowing you to adjust Graphics, Sound and Control options.

Load Game: Same as Load Game in Main Menu.

Save Game: Allows you to save your game in the current location.

Quit: Ends the current game and returns to the main menu.

Skip Cinematic: If the game is currently displaying a cinematic, you can skip to its end with this option. Useful if you've already seen that particular cinematic before.

Controlling the Game

Standard Modes (Keyboard, Mouse/Keyboard or Gamepad)

Navigation: The standard modes of control move the hero by "driving" him. The Walk key drives him forward. The Left/Right Keys (or left and right with the mouse) turn him in that direction. At its most basic level, that's all there is to navigation.

Advanced Navigation: Lazarus can also sidestep, walk backwards and turn

quickly. At any time, pressing the strafe left or strafe right key causes him to sidestep in that direction. The Back key causes him to walk backwards. The Quickturn key spins the hero 180-degrees. If you want to slow down or run fast, you can press the Run key, which toggles between walking and running.

Manipulation: When Lazarus approaches items or doors that he can manipulate, they highlight slightly indicating he's in range to activate them. Pressing the Action button performs whatever action is appropriate (open door, pick up item, flip switch, etc.).

Combat: Press the Draw key to draw Lazarus' weapons. When his guns are drawn, the Action key causes him to fire. It's up to you to aim him at an enemy. If Autoaim mode is enabled, you merely have to be facing an enemy. In Manual Aim mode, you control the aim yourself.

Navigation: Using the mouse, position the cursor where you'd like Lazarus to walk and left-click. He'll walk as close to that destination as he can.

Manipulation: If you move your mouse across a door or other element that can be manipulated, it will highlight. When you left-click on it, Lazarus will walk to that object and activate it (open door, pick up item, etc.). Right-clicking is the same as the Action button in other modes of control. If Lazarus is already in place, you can simply right-click to perform the action without walking anywhere.

Combat: Use the Draw key to draw a weapon. With a weapon drawn, right-click to fire it. Right-click always fires a drawn weapon. To target an enemy, right-click on it. The cursor will change to indicate that you've targeted that

enemy. Lazarus will keep his guns aimed at that target until it dies or he selects another enemy. You can continue navigating as before. Left-click anywhere, and Lazarus will strafe or run backwards as necessary to reach his destination without turning his back on the targeted enemy.

CONTROLS QUICK REFERENCE

IN GAME NON-PROGRAMMABLE KEYS:

F1Display list of controls
F2Save game
F3Restore game
F5Toggle sound
F6Quick save
F9Quick load
F11Brighten Screen (Gamma Settings)
F12DarkenScreen (Gamma Settings)
ESCPause

KEYBOARD CONTROLS

CONTROLS

GAMEPAD CONTROLS

WalkW	WalkW	WalkPAD UP
BackupS	BackupS	BackupPAD DOWN
RunLeft SHIFT	RunRight SHIFT	RunLeft SHIFT
Strafe On . . .Left ALT	Strafe OnRight CTRL	Strafe OnPAD 4
Strafe LeftA	Strafe LeftA	Strafe LeftZ
Strafe RightD	Strafe RightD	Strafe RightX
Right . . .Right Arrow	Left . . .MOUSE x-axis	LeftPAD LEFT
LeftLeft Arrow	RightMOUSE x-axis	RightPAD RIGHT
FireSPACE	FireLEFT MOUSE	FirePAD 1
Aim UpQ	DrawRIGHT MOUSE	Aim UpQ
Aim DownA	Aim UpMOUSE y-axis	Aim DownA
Pistol1	Aim Down . . .MOUSE y-axis	Pistol1
Melee2		Melee2
Drop ItemE		
LanternQ		
KEYBOARD/MOUSE		

Seeing in the Dark: Lantern

The lantern is switched on and off by pressing the Lantern key. (F in all modes)

GENERAL TIPS

1 Save OFTEN. You never know what dangers lurk around the next corner. The F6 key is the Quick Save key and the F9 key is the Quick load key.

2 Use the monitor calibration from the graphics options menu to adjust your brightness/contrast of your display to the optimal settings.

3 With your monitor calibrated, play in total darkness if possible. If you play with the lights on, you may lose some of the important details of your surroundings.

4 Use F11 and F12 to adjust gamma if the game is too bright or too dark.

5 When changing controls, go to the top of the control configuration menu, and select "Restore Defaults" to change to the default settings.

6 To learn the controls during game play, press F1 to display the control mappings.

7 Keep health items such as food ready by pre-selecting them with the [and] keys. To restore your health, press ENTER. This will raise the window to verify that you mean to use the item.

Press ENTER again to use the item. You may also enable *Auto Use Health* from the control options menu (default is ON).

8 Sometimes you just need to run like hell away from monsters. This isn't your typical action game. There are times where you will be low on ammo - it is better to run and live than fight and die.

9 To make Blair Witch Volume Two - Coffin Rock more challenging, turn off *Auto Aim* mode from the controls menu.

10 Hardware acceleration is turned off by default. If your video card supports hardware acceleration, try turning it on.

11 Make sure you have the latest drivers for your video card. If your drivers are more than 3 months old, they are most likely out of date.

12 Back away from enemies while attacking (even when using melee weapons). Most enemies only have close range attacks so if you keep some distance, Lazarus will have the advantage.

TROUBLESHOOTING

KNOWN ISSUES

When in point and click mode, if you repeatedly click on a character very quickly and you have an Aureal based sound card, Blair Witch could quit unexpectedly.

If your sound or video card drivers are older than 2 months old, they are most likely outdated. Please download the latest drivers for your video and sound cards. If you do not know of a source for these drivers, visit <http://www.nocturnegame.com/nocsupport/>

TROUBLESHOOTING

Q I have a video card with only 1MB of memory on it. I meet the system requirements otherwise. Can I play Blair Witch Volume Two - Coffin Rock?

A Blair Witch Volume Two - Coffin Rock requires a video card with at least 2MB of memory on it. Sorry, you will need to upgrade your video card.

Q Blair Witch Volume Two - Coffin Rock seems really choppy and slow. I have a fairly low system and I was hoping to play...

A In the Graphics Options Menu try turning your screen resolution down. The default is 640 X 480, but you will get faster frame rates at lower resolutions. Unfortunately, some video cards can have trouble with lower resolutions. If this happens to you, try varying your resolutions in the game to see which resolution gives you the best performance.

Q I have a Voodoo4/Voodoo5, and when I run in 32 bit color, the frame rate is very slow. When I set it to 16 bit color, the frame rate is back to normal. What gives?

A We believe that this is a bug in the new Voodoo4/Voodoo5 drivers. Because we are unsure, we are working with 3Dfx to try to address the problem. If the problem is due to something in their drivers, you should give 32 bit color a try after each driver update from

3Dfx. If the problem is in our renderer, we will attempt to correct this issue in a patch.

Q Blair Witch Volume Two - Coffin Rock displays an error message after loading/starting a mission.

A Turn off 3D acceleration from the Graphics Options Menu. Some cards cannot properly support 3D hardware acceleration.

Q My card supports 3D acceleration. I am sure of it. I want a faster frame rate!

A Turn on 3D acceleration from the Graphics Options Menu. If the program crashes as you load a mission, see the Q & A above.

Q I have a 3Dfx based card. Will Blair Witch Volume Two - The Legend of Coffin Rock use this card?

A Blair Witch Volume Two - The Legend of Coffin Rock supports Voodoo2, Voodoo Banshee, Voodoo3, and Voodoo5.

Q Does Blair Witch Volume Two - The Legend of Coffin Rock run on Voodoo2, Voodoo Banshee or Voodoo3?

A We do not recommend using Voodoo1 or Voodoo2 because they are not AGP cards. Blair Witch Volume Two - The Legend of Coffin Rock will run on them, it just won't be as fast as on AGP cards. In reference to Voodoo3, Blair Witch Volume Two - The Legend of Coffin Rock can run in 16bpp 640 X 480 mode. In reference to Voodoo5, Blair Witch Volume Two - The Legend of Coffin Rock can run at higher resolutions in 32 bit color.

Q I have a Voodoo3 - Can resolutions greater than 640x480 be used?

A Voodoo3 cards do not support the large textures used in Blair Witch Volume Two - The Legend of Coffin Rock. If we can find a workaround to this that doesn't make the game look even blurrier (than it does now on a Voodoo3), we'll fix it.

Q Can Blair Witch Volume Two - The Legend of Coffin Rock run in software rendering?

A Blair Witch Volume Two - The Legend of Coffin Rock runs very well with software rendering - better than it does with hardware acceleration in 16 bit color under most instances. Select 32-Bit Mode from the Graphics Options Menu. If your computer's clock speed is less than 500MHz, you may wish to run Blair Witch Volume Two - Coffin Rock in 512x384 or 320x240 mode. Blair Witch Volume Two - The Legend of Coffin Rock automatically detects the optimal screen resolution for your computer. Screen resolution may be changed from the Graphics Options menu.

Q The game runs but all I see are shadows. What gives?

A You probably have a TnT or TnT2 based card. Download the latest reference video drivers from NVidia's web site.

Q I want to run higher resolutions than 640x480.

A You need 16MB on your video card. 32-bit color requires plenty of video memory and cards with less than 16MB of video memory cannot handle this. Also, some cards that do have 16MB+ of video memory cannot handle Blair Witch Volume Two - Coffin Rock in higher resolutions.

Q 1280x1024 mode runs slow.

A This mode only runs fast enough on Matrox G400, ATI Rage 128, and GeForce video cards.

Q Blair Witch Volume Two - Coffin Rock exits to the desktop when I run it in 512x384 mode.

A Don't run 512x384 mode. Some older video cards don't properly support this mode.

Q The game says that I have less than 200MB of Virtual Memory free. How do I fix this so that Blair Witch Volume Two - Coffin Rock runs best?

A Select Control Panel, then System, then Performance, then Virtual Memory. It is best to change this setting so that Windows manages virtual memory.

Q Game gives an error message saying that you're out of memory.

A You need more virtual memory. See previous Q&A for how to change your virtual memory settings.

Q Blair Witch Volume Two - Coffin Rock levels do not load as quickly as I would like.

A Add more RAM to your computer. The more RAM that you have, within reasonable limits, the faster Blair Witch Volume Two - Coffin Rock will load and run.

Q The dialog skips, pops, or drops out. I have a SoundBlaster Live card. Your box says that it supports this card. What's up with that?

A You have old LiveWare software and drivers. Visit the Creative Labs web site and download LiveWare 3.0 or higher.

Q I don't have a SoundBlaster Live card, but I have dialog that skips, pops, or drops out. What about me?

A You should download and install the latest drivers from your board manufacturer. If you have an Aureal based card (like the Diamond Monster Sound card), download the latest drivers from <http://www.a3d.com/html/download/drivers/>.

Q I have the latest drivers and I am sure that things are working. How can I get more cool stuff from my sound card?

A From the Sound Options Menu, turn on Hardware Mixing. If you have any sound problems, turn this back off (default).

Q The pistols sound really bad sometimes. It sounds like they are getting cut off. What's up?

A It sounds like you have your sound turned up too high on the mixer in Windows. Load up the mixer for your sound card and make sure the volume is no higher than 75%. Then, when you want louder sounds, turn up the sound on your speakers and not in the mixer.

Q Should I use DirectX 7a with Blair Witch Volume Two - Coffin Rock?

A Yes. DirectX7a is required.

Q The screen has a black bar above and below it (letterbox), but nothing is happening and the game won't continue? What do I do?

A Hit the ESC key on your keyboard and choose to skip the cinematic.

Q I have set up my controls so that I use the keys on the number pad. I can't seem to get combinations of keys to work (i.e. run and jump at the same time). Why?

A Because of the way the number pad works, it can't understand two keys on the number pad being pressed at the same time. You should reconfigure your controls so you will never need to press two keys on the number pad simultaneously (i.e. run and jump for a running jump).

Q Will Blair Witch Volume Two - Coffin Rock run on a AMD-K6 Processor?

A Sure.

Q The game is too dark even when I try calibration. What can I do?!?

A Use F11 and F12 to adjust the gamma in game.

Q How do you Uninstall Blair Witch Volume Two - Coffin Rock?

A Go to control panel and select Add/Remove programs.

Q I have Windows NT. Can I run with hardware accelerated graphics?

A Blair Witch Volume Two - Coffin Rock supports Windows NT in software mode. You'll need Windows 2000 and the proper drivers from the video card manufacturer to run accelerated under Direct3D. Windows NT doesn't support DirectX 5 or better (which is what Blair Witch Volume Two - Coffin Rock needs to run properly with acceleration).

TECH SUPPORT

Having a problem getting your game to run? Problems with DirectX? Sound kind of non-existent? Please check out the file readme.txt on the Blair Witch Vol. II: The Legend of Coffin Rock CD for last minute information and answers to frequently asked questions (FAQ's).

Do you want to ask a specific technical question? E-mail us directly at Support@talonsoft.com.

If you would prefer to talk to someone in person, you can reach our tech support staff at (410) 933-9191. Our hours of operation are Monday - Friday from 9 a.m. to 5 p.m. Eastern Time.

CREDITS

DESIGNED AND DEVELOPED BY HUMAN HEAD STUDIOS

Programming: Matt Sweeney
Art Director: Rowan Atalla
Business Director/ Project Lead: Timothy S. Gernitsen
Design: Human Head Studios, Incorporated
Level Design: Rowan Atalla, Mike Flynn, Jean Paul LeBreton
Animation: David Gulisano, Brett Hawkins
Environmental Textures: Brian Frank, Eli Quinn
Character Modeling and Textures: David Gulisano, Brett Hawkins
Additional Modeling: Brian Frank
Concept Art: David Gulisano, Brett Hawkins, Greg Marshall
Manual: William Haskins
PR and Marketing Support: Timothy S. Gernitsen, Trish 'Kazi Wren' Harris, Chad Savage

Blair Witch Audio Credits

Direction and Production: Michael Larson
Sound Effects: Michael Larson
Music: Romulus Mars Priscus, Michael Larson, Psychonaut Productions, haloblack
Voice Overs: Michael Harold, Lee Ernst, Paul Bentzen, Michael Skewes, Philbin deGott, Debra Glick
Voice Script: Timothy S. Gernitsen
Script Cleanup: William Haskins
Assistant: Sae Choon Chung

Published By Gathering of Developers

Licensing/PR: Mike Wilson
Producer: Josh Galloway
PR: Lori Mezoj, Andrea Schneider, Jeff Smith
International Partnering: Harry Miller
Marketing: Jim Bloom, Mike Wilson, Devin Winterbottom, Jenny Jemison, Toni Devaldenbro
Sales: David Gershik
Audio/Visual Production: Doug Myres
Checkwriter: Rick Stults
Senior Editor: William Haskins
Online Support: Jordan Allen, Mike Donahue, Ian Armstrong, Jerry Wolski, Scott Dudley, Scott Farrell, Bill Nadalini, Dave Cash
QA/Tech Support: Rich Vos
Administrative: Joanna Carr-Brown Franke
Gathering of Developers Testers: Jason Birdwell, Shane Love, Jerrod Lai

Thanks to all our friends and family for all their undying support.
We couldn't have made this a reality without you.

Thanks to Haxan and Artisan for all the great material.

Human Head Testers: Brandi Quamme, Dan Baker, Seth Johnson, Travis Sourmis

Limited Software Warranty and License Agreement

This **LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT** (this "Agreement"), including the Limited Warranty and other special provisions, is a legal agreement between You (either an individual or an entity) and Human Head Studios and Gathering of Developers I, Ltd., (collectively, the "Owner") regarding this software product and the materials contained therein and related thereto. Your act of installing and/or otherwise using the software constitutes Your agreement to be bound by the terms of this Agreement. If You do not agree to the terms of this Agreement, promptly return the software packaging and the accompanying materials (including any hardware, manuals, other written materials and packaging) to the place You obtained them, along with your receipt, for a full refund.

GRANT OF LIMITED NON-EXCLUSIVE LICENSE. This Agreement permits You to use one (1) copy of the software program(s) (the "SOFTWARE") included in this package for your personal use on a single home or portable computer. The SOFTWARE is in "use" on a computer when it is loaded into temporary memory (i.e., RAM) or installed into the permanent memory (e.g., hard disk, CD-ROM, or other storage device) of that computer. Installation on a network server is strictly prohibited, except under a special and separate network license obtained from Owner; this Agreement shall not serve as such necessary special network license. Installation on a network server constitutes "use" that must comply with the terms of this Agreement. This license is not a sale of the original SOFTWARE or any copy thereof.

INTELLECTUAL PROPERTY OWNERSHIP. Owner retains all right, title and interest to this SOFTWARE and the accompanying manuals, packaging and other written materials (collectively, the "ACCOMPANYING MATERIALS"), including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The SOFTWARE and ACCOMPANYING MATERIALS are protected by United States copyright law and applicable copyright laws and treaties throughout the World. All rights are reserved. The SOFTWARE and ACCOMPANYING MATERIALS may not be copied or reproduced in any manner or medium, in whole or in part, without prior written consent from Owner. Any persons copying or reproducing all or any portion of the SOFTWARE or ACCOMPANYING MATERIALS, in any manner or medium, will be willfully violating the copyright laws and may be subject to civil or criminal penalties.

SOFTWARE BACKUP OR ARCHIVING. After You install the SOFTWARE into the permanent memory of a computer, You may keep and use the original disk(s) and/or CD-ROM (the "Storage Media") only for backup or archival purposes.

RESTRICTIONS. Other than as provided specifically in this Agreement, You are not permitted to copy or otherwise reproduce the SOFTWARE or ACCOMPANYING MATERIALS; modify or prepare derivative copies based on the SOFTWARE or ACCOMPANYING MATERIALS; distribute copies of the SOFTWARE or ACCOMPANYING MATERIALS by sale or other transfer of ownership; rent, lease, or lend the SOFTWARE or ACCOMPANYING MATERIALS; or to display the SOFTWARE or ACCOMPANYING MATERIALS publicly. You are expressly prohibited from transmitting the SOFTWARE or ACCOMPANYING MATERIALS electronically or otherwise over the Internet or through any other media or to any other party. You are expressly prohibited from selling or otherwise using for profit any levels, level packs, add-on packs, sequels, characters or other components or items created by utilization of the SOFTWARE's level editor and/or based upon or related to the SOFTWARE or ACCOMPANYING MATERIALS. YOU ARE NOT PERMITTED TO REVERSE ENGINEER, DECOMPILE OR DISASSEMBLE THE SOFTWARE IN ANY WAY. Any copying of the SOFTWARE or ACCOMPANYING MATERIALS not specifically allowed in this Agreement is a violation of this Agreement.

Limited Warranty and Warranty Disclaimers.

LIMITED WARRANTY. Owner warrants that the original Storage Media holding the SOFTWARE is free from defects in materials and workmanship under normal use and service for a period of ninety (90) days from the date of purchase as evidenced by Your receipt. If for any reason You find defects in the Storage Media, or if you are unable to install the SOFTWARE on your home or portable computer, You may return the SOFTWARE and all ACCOMPANYING MATERIALS to the place You obtained it for a full refund. This limited warranty does not apply if You have damaged the SOFTWARE by accident or abuse.

CUSTOMER'S REMEDY. Your exclusive remedies, and the entire liability of Owner, shall be (i) replacement of any original Storage Media with the SOFTWARE or (ii) full refund of the price paid for this SOFTWARE. By opening the sealed software packaging, installing and/or otherwise using the SOFTWARE or ACCOMPANYING MATERIALS, you hereby agree to waive any and all other remedies you may have at law or in equity. Any such remedies you may not waive as a matter of public policy, you hereby assign, or shall assign as they become available, over to Owner.

WARRANTY DISCLAIMERS. EXCEPT FOR THE EXPRESS LIMITED WARRANTY SET FORTH ABOVE, OWNER MAKES NO WARRANTIES, EXPRESS OR IMPLIED, ORAL OR WRITTEN, CONCERNING THE PRODUCTS OR ANY COMPONENT PART THEREOF. ANY IMPLIED WARRANTIES THAT MAY BE IMPOSED BY APPLICABLE LAW ARE LIMITED IN ALL RESPECTS TO THE FULLEST EXTENT ALLOWED AND TO THE DURATION OF THE LIMITED WARRANTY. OWNER DOES NOT REPRESENT, WARRANT OR GUARANTEE THE QUALITY OR THE PERFORMANCE OF THE SOFTWARE OR ACCOMPANYING MATERIALS OTHER THAN AS SET FORTH IN THE ABOVE LIMITED WARRANTY. OWNER ALSO DOES NOT REPRESENT, WARRANT OR GUARANTEE THAT THE SOFTWARE OR ACCOMPANYING MATERIALS' CAPABILITIES WILL MEET YOUR NEEDS OR THAT THE SOFTWARE WILL CONTINUOUSLY OPERATE, BE ERROR FREE, OR THAT PROBLEMS WILL BE CORRECTED. OWNER DOES NOT REPRESENT THAT THE SOFTWARE WILL OPERATE IN A MULTI-USER ENVIRONMENT.

NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY OWNER, ITS DEALERS, DISTRIBUTORS, DIRECTORS, OFFICERS, EMPLOYEES, AGENTS, CONTRACTORS OR AFFILIATES SHALL CREATE ANY OTHER WARRANTY OR EXTEND OR EXPAND THE SCOPE OF THIS WARRANTY. YOU MAY NOT RELY ON ANY SUCH INFORMATION OR ADVICE.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. THIS LIMITED WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH MAY VARY FROM STATE TO STATE.

LIABILITY LIMITATION. To the maximum extent permitted by applicable law, and regardless of whether any remedy set forth herein fails of its essential purpose,

IN NO EVENT WILL OWNER, ITS DIRECTORS, OFFICERS, EMPLOYEES, AGENTS OR AFFILIATES NOR ANYONE ELSE INVOLVED IN THE DEVELOPMENT, MANUFACTURE OR DISTRIBUTION OF THE SOFTWARE OR THE ACCOMPANYING MATERIALS BE LIABLE FOR ANY DAMAGES WHATSOEVER, INCLUDING WITHOUT LIMITATION, DIRECT OR INDIRECT, INCIDENTAL; OR CONSEQUENTIAL DAMAGES FOR PERSONAL INJURY, PERSONAL PROPERTY, LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF TEXT OR DATA STORED IN OR USED WITH THE SOFTWARE INCLUDING THE COST OF RECOVERING OR REPRODUCING THE TEXT OR DATA, OR ANY OTHER PECUNIARY LOSS, ARISING FROM OR OUT OF THE USE OR INABILITY TO USE THIS SOFTWARE. THIS LIABILITY LIMITATION APPLIES EVEN IF YOU OR ANYONE ELSE HAS ADVISED OWNER OR ANY OF ITS AUTHORIZED REPRESENTATIVES OF THE POSSIBILITY OF SUCH DAMAGES. EVEN IF SUCH IS CAUSED BY, ARISES OUT OF OR RESULTS FROM THE ORDINARY, STRICT, SOLE OR CONTRIBUTORY NEGLIGENCE

OF OWNER OR ITS DIRECTORS, OFFICERS, EMPLOYEES, AGENTS, CONTRACTORS OR AFFILIATES. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

PRODUCT SUPPORT AND UPDATES. This SOFTWARE is intended to be user-friendly and limited product support is provided by Owner as specified in the ACCOMPANYING MATERIALS.

JURISDICTION. TEXAS LAWS GOVERN THIS AGREEMENT, REGARDLESS OF EACH STATE'S CHOICE OF LAW PRINCIPLES, WITH A FORUM AND VENUE OF DALLAS COUNTY, TEXAS. This Agreement may be modified only by a written instrument specifying the modification and executed by both parties. In the event that any provision of this Agreement shall be held to be unenforceable, such provision shall be enforced to the greatest possible extent, with the other provisions of this Agreement to remain in full force and effect.

ENTIRE AGREEMENT. This Agreement represents the entire agreement between the parties, and supersedes any oral or written communications, proposals or prior agreements between the parties or any dealers, distributors, agents or employees.

U.S. GOVERNMENT RESTRICTED RIGHTS. The SOFTWARE and the ACCOMPANYING MATERIALS is provided with RESTRICTED RIGHTS (as found in 48 C.F.R. '52.227-7013). This provision only applies if the U.S. Government or any of its entities obtains this SOFTWARE either directly or indirectly. Owner created this SOFTWARE and the ACCOMPANYING MATERIALS exclusively with private funds. Additionally, information contained in this SOFTWARE and the ACCOMPANYING MATERIALS is a trade secret of Owner for all purposes of the Freedom of Information Act or otherwise. Furthermore, this SOFTWARE is "commercial computer software" subject to limited use as set forth in any contract that may be entered into between the seller and the governmental entity. Owner owns, in all respects, the proprietary information and proprietary data found in the SOFTWARE and the ACCOMPANYING MATERIALS.

U.S. DEPARTMENT OF DEFENSE PERSONNEL. Owner only sells this SOFTWARE and the ACCOMPANYING MATERIALS with "Restricted Rights" as defined in DFARS 52.227-7013 (also found at 48 C.F.R. '52.227-7013). Any U.S. Government use, duplication, or disclosure is subject to the restrictions including, but not limited to those found in the Rights in Technological Data clause at DFARS 52.227-7013 (48 C.F.R. '52.227-7013) that may be amended from time to time.

NON-DEPARTMENT OF DEFENSE PERSONNEL. Other governmental personnel are on notice through this Agreement that any use of this SOFTWARE and the ACCOMPANYING MATERIALS is subject to similar limitations as those stated above, including but not limited to, those stated in Commercial Computer SOFTWARE - Restricted Rights found in 48 C.F.R. '52.227-19, that may also be amended from time to time. Manufacturer is Owner at the location listed below.

U.S. EXPORT LAWS PROHIBITIONS. By opening the sealed software packaging and/or installing or otherwise using the SOFTWARE and ACCOMPANYING MATERIALS, You also agree and confirm that the SOFTWARE or ACCOMPANYING MATERIALS and any of the SOFTWARE's direct products are not being and will not be transported, exported or re-exported (directly or indirectly through the Internet or otherwise) into (or to a national or resident of) any country forbidden to receive such SOFTWARE or ACCOMPANYING MATERIALS by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time. You also agree and confirm that the SOFTWARE and ACCOMPANYING MATERIALS will not be used for any purpose that may be restricted by the same laws and regulations.

TERMINATION. This Agreement is valid until terminated. This Agreement ceases automatically (without any form of notice) if You do not comply with any Agreement provision. You can also end this Agreement by destroying the SOFTWARE and ACCOMPANYING MATERIALS and all copies and reproductions of the SOFTWARE and ACCOMPANYING MATERIALS and deleting and permanently purging the SOFTWARE from any client server or computer on which it has been installed.

PROGRAM TRANSFER. You may permanently transfer all of your rights under this Agreement, provided that the recipient agrees to all of the terms of this Agreement, and You agree to transfer all ACCOMPANYING MATERIALS and related documents and components and remove the SOFTWARE from Your computer prior. Transferring the SOFTWARE automatically terminates Your license under this Agreement.

EQUITABLE REMEDIES You hereby agree that if the terms of this Agreement are not specifically enforced, Owner will be irreparably damaged, and therefore you agree that Owner shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any breach(es) of this Agreement, in addition to any other available remedies.

Owner: If You have any questions regarding this Agreement, the enclosed materials, or otherwise, please contact in writing:

Gathering of Developers
2700 Fairmount Street
Dallas, Texas 75201
Attn: Customer Service

BLAIR WITCH VOL II: THE LEGEND OF COFFIN ROCK

© 2000 Artisan Pictures Inc. All Rights Reserved. The "Stickman" and Blair Witch are the registered trademarks and service marks of Artisan Pictures Inc. All Rights Reserved. The Human Head logo is a trademark of Human Head Studios, Inc. The Nocturne logo is a trademark of Terminal Reality, Inc. Gathering of Developers and godgames are trademarks of Gathering of Developers, Inc. Copyright 2000 Gathering of Developers I, Ltd. All Rights Reserved.

Microsoft and Windows 95, Windows 98 and Windows NT are registered trademarks of Microsoft Corporation. All other trademarks and trade names are properties of their respective owners. U.S. Government Restricted Rights

Manufactured in the U.S.A.