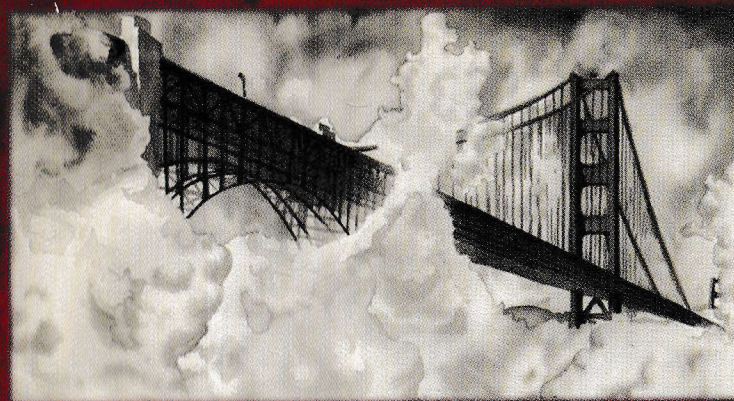


Panasonic
Interactive Media

www.goldengategame.com
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GOLDEN GATE

IT is modern day San Francisco. Lost in the fog, you stumble upon a stranger and find yourself thrown headlong into a search for an ancient treasure that has been hidden somewhere in this haunting City by the Bay for the last 200 years.

Time and greed have shattered the truth; many of the crucial pieces have been lost along the way, and the frantic search now abandoned except by a few. All that remain are omens, allegations, and a faint glimmer of a story with roots that stretch back into remote times—times that saw a shadow of evil envelop the kingdom of Caledon, causing the king to abandon his throne and flee to the New World in a desperate attempt to keep the family treasure and prevent the imprisoned Demon Beast from falling into the hands of darkness. Years later, the king's daughter seeks out her father, tracing his wake by ship to the shores of San Francisco. On the verge of the joyous father-daughter reunion the claws of the Beast reach out. The princess narrowly saves her family heirlooms, but loses something far more precious to her.

Decades pass, and desire for gold leads thousands upon thousands to the new city. At a time when the city is caught in its own civil war, a remnant of the treasure is unearthed, only to be secreted away again by a society with origins as old as the treasure itself.

At the turn of the twentieth century, some of the past surfaces from its watery grave and is found by a young boy whose father begins researching the long lineage of connections, falling into the obsessive hunt for the treasure himself. It is his greed that again, inadvertently, unleashes the Beast's wrath, bringing violent consequences on himself and many others.

Later, in the shadows of fascism, a young doctor eavesdrops on the ravings of a mad patient to stories of an ancient treasure and the evil that guards it. Drawn into the web of mystery, the doctor also comes to ultimate downfall.

So, this leads you to, well...you, hunter. Due to death or madness, those who have preceded you are long gone and the box remains unclaimed. The rest of the story is yours to write. The city is at your feet.

You begin your quest in haunting Pacific Heights...proceed up the Victorian stairs of 2800 Broadway and through its red door. Make a left at the crumbling staircase and proceed toward the dark wooden bar because the artifact awaiting you there is your first clue...

System Requirements

Windows®95 Version

Computer:	486 DX2-66 MHz or higher
Memory:	16Mb
O/S:	Windows®95
Video Card:	Windows®95 compatible SVGA
CD-ROM Drive:	Double Speed or higher
Sound Card:	Windows®95 compatible
Mouse:	Microsoft compatible
Recommended:	Pentium or higher, 4x CD-ROM

MacOS Version

Computer:	68040 50 MHz or higher
Memory:	16 Mb
O/S:	System 7.1
Video Settings:	8-bit (256 Colors) or 16-bit (Thousands of Colors)
CD-ROM Drive:	Double-Speed or higher
Sound Card:	Built-in 8-bit
Recommended:	PowerPC, 4x CD-ROM, System 7.5

Installation Instructions

The GOLDEN GATE CD is a hybrid CD and will run on both Windows®95 and MacOS platforms.

Windows®95

To install GOLDEN GATE on a Windows®95 computer, insert the CD into the CD-ROM drive. Open the CD and double-click on "SETUP.EXE". This application will ask a number of questions and install the software into the proper locations.

To start the game, select the Start menu, select Programs, and select GOLDEN GATE.

MacOS

To install GOLDEN GATE on a MacOS computer, insert the CD into the CD-ROM drive. Open the CD and copy the application "GOLDEN GATE" to your hard drive.

The CD also includes Quicktime™ 2.1 and Quicktime™ PowerPlug extensions. If you have an earlier version of Quicktime™ (e.g., Quicktime™ 2.0), drag these files from the CD into your Extensions folder. If you have a later version of Quicktime™ (e.g., Quicktime™ 2.5), you will not need the files from the CD.

To start the game, double-click on the installed copy of the application.

Getting Started

Once the game is launched and loading is complete, the game will display a short video introduction. If you wish to interrupt the video clip, click on the mouse button.

Once the intro video has completed, the game will show a screen with a spinning logo. If the game sits for 30 seconds, the intro movie will run again, immediately followed by a self-running demo walkthrough of some of the areas in the game.

To start a New Game, use the mouse to move the cursor to the menu bar at the top of the screen. Select "New" from the menu bar ("New Game" for MacOS users).

NOTE: A single mouse button is required to play GOLDEN GATE. When the manual refers to a mouse button, Windows®95 users should use the left mouse button.

Controls

You can move around GOLDEN GATE using either the mouse or the keyboard.

Mouse

The mouse moves the cursor around the screen. Moving the cursor to the left part of the screen will indicate a left turn, moving it to the right part of the screen indicates a right turn, and leaving it in the center indicates a forward movement.

To move through the world, move the cursor to the appropriate part of the screen and press the mouse button.

Keyboard

To move through the world using the keyboard, press the appropriate arrow key on the keyboard.

Quitting The Game

To quit the game, press the "Esc" key on the keyboard, or use the Quit menu (see Menus section).

Cursor

The on-screen cursor provides a host of navigational information:

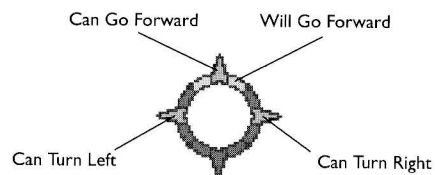


Figure 1: On-screen Cursor

Navigation

For moving through the world, the cursor displays the possible directions to move (green arrows) and the current direction you will go if the mouse button is pressed (yellow bar).

For example, moving the cursor to the left side of the screen will highlight the yellow area around the left arrow. Pressing the mouse button will turn you to the left.

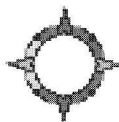


Figure 2: Left Turn Cursor

Normally, turns are roughly 90° and pressing the mouse button twice will turn you around 180° towards your previous location.

A few places in the world, however, the turns are greater than 90°, and pressing the mouse button twice will not turn you around 180°. In these cases, the cursor shows an elongated turn in the green arrow.

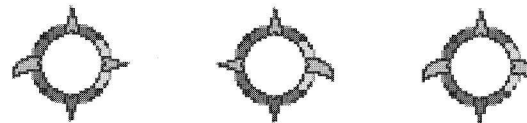


Figure 3: Long Turns for Left, Right, and Both (180° Turn)

Exclamation Mark

Occasionally, the cursor will have an exclamation mark ("!") in the middle.

This mark indicates that there is something on the current screen that is worth further investigation, such as an object, a zoom, or an up or down.

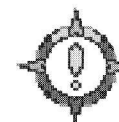


Figure 4: Exclamation Mark

When you see an exclamation mark, explore the screen with the cursor until it changes shape to any of the cursors described below.

Zoom In & Zoom Out Cursors

Certain areas of the game enable you to examine an area by "zooming". Placing the cursor over a hot spot will display the "Zoom In" cursor, and pressing the mouse button will zoom to a closer view of the object. To unzoom, move the cursor to the edge of the screen until a "Zoom Out" cursor is displayed.

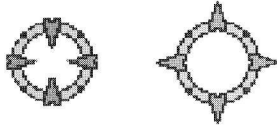


Figure 5: Zoom In and Out Cursors

Action Cursor

You can interact with a number of objects in the game. Placing the cursor over the object changes its shape to an "Action" cursor:



Figure 6: Action Cursor

Pressing the left mouse button will perform the appropriate action. Some objects can be picked up and kept in inventory (see Inventory section) while others will perform an action, such as playing a sound effect or displaying an animation.

Up/Down Cursors

You can look up and down in a few parts of the game. Moving the cursor to the appropriate part of the screen will display the following cursors, and pressing the left mouse button will look up or down.

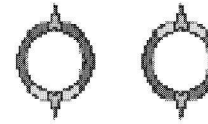
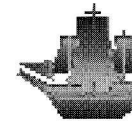


Figure 7: Up and Down Cursors



Menus

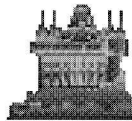
Moving the on-screen cursor to the top of the screen will display a menu bar.



Figure 8: Menu Bar

Windows®95 Menus

New	Select this item to start a new game
Load	This item will load a previously saved game
Save	This item will save the current game
Sound	This item allows you to control the volume and on/off settings for sound effects and the music.
Transitions	This item allows you to control the speed and type of zooming as well as the speed of turning
Jukebox	This item places the game into Jukebox mode [see Jukebox section]
Quit	Quits the game



MacOS Menus

FILE:	New Game	Select this item to start a new game
	Open	This item will load a previously saved game
	Save	Saves the current game
	Save As...	Saves the current game under a new name
	Quit	Quits the game
SOUND:	Turn On/Off Sound Effects	These menu items toggle the sound effects
	Turn On/Off Music	These menu items toggle the music
	Volume	This sub-menu allows you to set the overall volume (The more dots, the louder the volume)
	Jukebox	Select this item to enter Jukebox mode [see below]
TRANSITIONS:	Turn Speed	This sub-menu allows you to set the turning speed (The more dots, the faster the turns)
	Zoom Type	This menu sets the special effects when zooming
	Zoom Speed	This sub-menu sets the zooming speed

Jukebox Mode

This mode turns the game into a music jukebox. The Jukebox screen shows pictures from all of the sites in the game. Select the picture to hear the music track for that location. Once the track has finished playing, the game will switch to the next music track.

To exit the music track and return to the Jukebox screen, select the "Exit" text. To return to the game, select the "Exit" text on the Jukebox screen.

Inventory

GOLDEN GATE provides a simple inventory mechanism for holding any objects that may be of help with other parts of the game. To display the Inventory, move the on-screen cursor to the bottom of the screen:

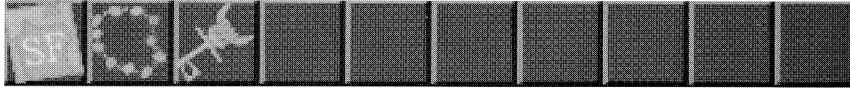


Figure 9: Inventory Bar

Only a few objects in the game can be put into inventory. To determine which ones can, move the cursor over the object until it becomes an "Action" cursor and press the left mouse button. If the object is "grabbed" (i.e., picked up and sticks to the cursor), this item can be placed into inventory.

Placing Items In Inventory

Once the object is grabbed, move the object to the bottom of the screen until the Inventory layer appears. Press the mouse button to release the object into Inventory. If you do not wish to keep the object, you can move the object away from the inventory area and press the mouse button to place it back where it was found.

Using Items In Inventory

You can use any item in Inventory by moving the cursor onto the icon and pressing the mouse button. Objects react differently to being used:



These objects are the lost notes from other characters in the past. Pressing the mouse button on this type of object will open the book and allow you to read the text.



These objects can be taken out of inventory and placed into locks in other parts of game. To use it, move the cursor to the object in inventory, press the mouse button to grab it, move the key to a possible lock, and press the mouse button to release it.

If the key does not fit the lock (or if there is no lock on the screen), the key will remain grabbed. In this case, move the key back to the inventory area and release the key.

But beware, a key may not look like a key.



The Inventory will always show a map of San Francisco as the first item in the list. To see the map, move the cursor over the left-most icon in the Inventory and press the mouse button.

As you travel through the sites in the game, the icons on the map will become active, and you may revisit areas simply by selecting the icon. This enables you to travel great distances without having to walk through all of the screens.

Playing GOLDEN GATE

GOLDEN GATE is a virtual treasure hunt. As is so often the case in the real world, the clues to the treasure are lost in the passage of time, the terrain changes, items are moved around or destroyed, and people carry off pieces here and there.

The goal of every treasure hunter is to rebuild enough of the past to find the lost treasure. To do this, you will need to track clues, characters, and time lines. You should read any old diaries and letters you come across, and write down anything that could be a clue elsewhere in the game.

As in a real treasure hunt, the game itself is almost entirely non-linear; that is, you are free to wander around all of the world without having to solve a single puzzle. A few of the objects, however, are locked away behind a few puzzles, and you will need to solve them in order to find the treasure.

Things You Should Know...

- You are not allowed to save or quit the game in the middle of a puzzle, you must move away from it first.
- The game continuously loads music in the background from the CD. Occasionally, you will see the "spinning CD" and will have to wait a split-second while it loads the music. Typically this occurs when you enter a new location and a new music track must be loaded.
- There are a number of "easter eggs" hidden throughout your journey...these are merely entertainment pieces and have no affect on your gameplay. Try looking in the door opposite "Joey's Toy" puzzle for one...

- Old San Francisco Film Footage: At the Cliffhouse, there are three vintage video clips of turn of the century San Francisco. Outside the Museum Mechanique, there is a spyglass that will play a clip of people enjoying the old Cliffhouse. Inside the Museum, to the left of the Egyptian Puzzle, there is a Nickelodeon that will play a clip of a ride down Market Street. A second clip, accessible if you click again, shows footage of the Old Mint after the Earthquake.

Windows®95 Troubleshooting

Animations Run Slowly

The single biggest factor that affects the performance and reliability of the game is the selection of the video driver. GOLDEN GATE installs DirectX into your Windows®95 system, which in turn attempts to properly configure your video display.

The DirectX drivers are optimized for GOLDEN GATE, so if the game seems to run slower than before, you may have changed your video driver after the game was installed. If so, and you wish to reinstall the DirectX drivers, go to the GOLDEN GATE CD and look in the DirectX2/DirectX folder. Run "dxsetup.exe". It will reinstall any drivers that may have been changed or lost.



Game Crashes or Hangs when playing a Movie

We have seen two possible incompatibilities with movies on Windows®95:

Quicktime™

If you experience a hang or crash when playing a movie, the Quicktime™ documentation suggests the following:

- * Open the Quicktime™ Control Panel
- * Click "More" button
- * Click "Video" tab

Quicktime™ attempts to use the Video Hardware where possible. If this is selected, change it to "Video Driver". You may see slight performance degradation to the movies, but this should be a more robust selection.

Video For Windows®

On a Pentium, GOLDEN GATE uses Video For Windows [already installed on Windows®95] for full-screen movies.

We have seen rare instances where previous applications have caused crashes. If you encounter a hang or crash while viewing full screen movies, you may need to reboot your machine and restart the game.



Turning Is Slow

Turning in the game can be sped up using the "Options" menu, and selecting a faster speed from the list of buttons.

NOTE: For older machines [e.g., 66MHz 486s], the time is impacted by the decompression time for the images. The JPEG algorithm is used by GOLDEN GATE to preserve the high image quality of the art and to keep the game to a single CD. Unfortunately, this algorithm is very processor intensive, and earlier machines take substantially longer than Pentium-class machines. In extreme cases you may wish to turn off "Transitions" in the "Options" menu.

MacOS Troubleshooting

The images do not fill my whole screen

The images in GOLDEN GATE are designed to be displayed at 640 by 480 pixels. If the image does not fill the screen completely, you probably have the display set to a higher resolution. This will not affect the game, but to change this:

- * Quit GOLDEN GATE
- * Open the "Monitors" or "Monitors and Sounds" control panel
- * For the "Monitors" control panel
 - Click the "Options" button
- * For the "Monitors" control panel
 - Select the Display button
- * Change the size to 640 by 480
- * Launch GOLDEN GATE

Images appear fuzzy

GOLDEN GATE uses watercolor art to depict the backgrounds for the game. If these images appear overly fuzzy, you may be running the game at "256 colors" instead of "Thousands of Colors".

When the game is launched GOLDEN GATE attempts to set the bit-depth to the best possible setting. If the game is running at 256 colors, your machine may not support Thousands of Colors. You should consult your owner's manual on the type of machine and the resolutions supported.

Turning is Slow

Turning in the game can be sped up using the "Turn Speed" menu option, where the speed increases with the number of bullets.

NOTE: For older machines [e.g., 25MHz 68040s], the time is impacted by the decompression time for the images. The JPEG algorithm is used by GOLDEN GATE to preserve the high image quality of the art and to keep the game to a single CD. Unfortunately, this algorithm is very processor intensive, and earlier machines take substantially longer than PowerPC-class machines. In extreme cases you may wish to turn off "Transitions" in the "Options" menu.

Customer Service and Technical Support

Technical support representatives are available Monday through Friday 9 am to 5 pm Pacific Time at 408.653.1898. You can write us at: Panasonic Interactive Media Customer Service, 4701 Patrick Henry Drive, Suite 1101, Santa Clara, CA 95054. Or, you can reach us via e-mail at panaserv@aol.com. To order this title direct from the web, please visit www.goldengategame.com.

Panasonic Interactive Media Credits

PRODUCER

VINCE ZAMPELLA

MARKETING SLEUTHS

SANGITA VERMA, SHELLEY KENT

PANAHANDLERS

JIM JENNINGS, GRANT COLLIER, DAVE CONLEE

PACKAGE VIGILANTES

AKA STUDIOS

BIGSHOT CONFUSER ARTIST

COBRA SESSIONS

Ix Entertainment Credits

GAME DESIGN

BRIAN SWEENEY

JOHN Q. SMITH

STORY

JORGE MARTIN DE NICOLAS

PRODUCER

ALEX KAZIM

PROGRAMMING

ARCHITECTURE	JOHN Q. SMITH
WINDOWS®95	NEIL DAY
MACOS	CHRIS MCFALL
TOOLS	ALEX KAZIM

ART

ART DIRECTION	JOHN KITSSES
	TONY WELCH
PHOTOGRAPHY	JOHN KITSSES
WATERCOLORS	ELENE VALDIVIA
	TODD WESTERLIN
	ALEX KAZIM
MODELS	CHRIS DUNNING
	TONY WELCH
ANIMATIONS	TONY WELCH
	MATT BASSETT

WRITING

RESEARCH	L. BRUCE MILLER
SCREENPLAY	TOM SENNING
	PATRICK CLARK
DIARIES	PATRICK CLARK

VIDEO CREW

DIRECTOR	TOM SENNING
POST PRODUCTION	L. BRUCE MILLER
EDITOR	DIANA MCKENZIE
ASST. TECH. DIR.	JEFF SUTHERLAND

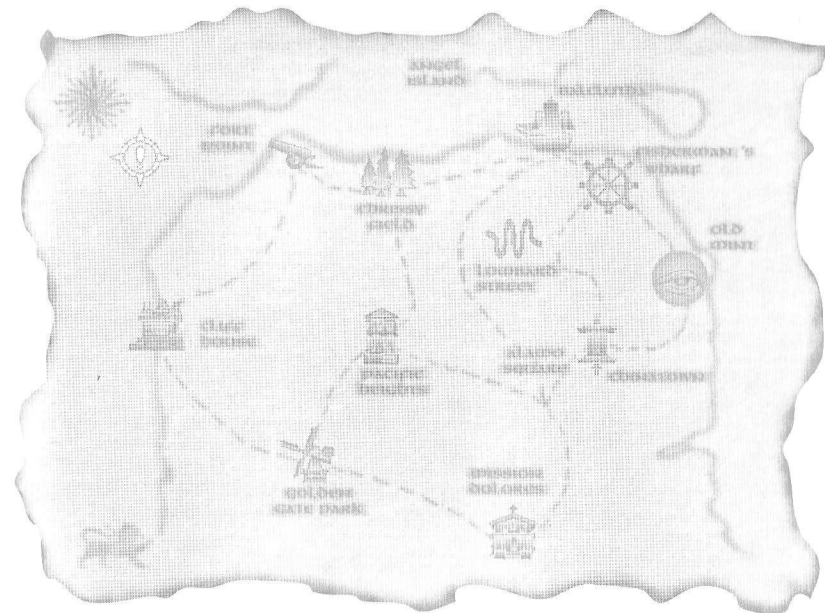
VIDEO CREW CONT'D

DIR. PHOTO	STEVE BURNS
FIRST A.D.	JASON BLUMENFELD
SOUND ENG.	DIANE OLIVER
STORYBOARDS	MARK HOLMES
WARDROBE	PATRICIA KAZMIEROWSKI
PROPS	BRET LAMA
	ALEX BAITLIN
MAKEUP ARTIST	ANNIE JENKINS
- GAFFER	JOE FONTANA
KEY GRIP	JOSEPH SCOTT
PRODUCER	LAURA HATTON
PROD. ASSTS.	HINDE NEWMAN
	ELSPETH SLAYTER
	MATT POMEROY

VIDEO CAST

JAKE	TOM SENNING
DRUSSARD	MICHAEL OAKES
DR. HOLDEN	PETER CARLSTROM
ALEXANDRA	DARIA HEPPS
NATHANIEL	CHRIS NISSLEY
JOEY DRUSSARD	MATT HALL
FR. GUARNERI	BRIAN VOUGLAS
BURDUE	MICHAEL SOMMERS
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Notes:



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