

*Interplay*  
BY GAMERS. FOR GAMERS.™

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CD ROM  
DOS VERSION

*Interplay*  
BY GAMERS. FOR GAMERS.™



TEEN (13+)  
ANIMATED VIOLENCE  
ANIMATED BLOOD AND GORE

# Realms OF THE Haunting™

THE BATTLEGROUND BETWEEN ULTIMATE GOOD AND EVIL



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## SYSTEM REQUIREMENTS

**Realms Of The Haunting** System Requirements are:

- DOS based with Windows 95™ support.
- IBM PC and 100% compatible computer.
- 486DX2/66 or faster, MS-DOS 5.0 or greater.
- 8MB minimum, 16MB minimum for Windows 95.
- 2X speed CD-ROM or faster.
- Sound Cards supported: Soundblaster (+Pro, 16, AWE32), and 100% compatible.
- Video Card: 1meg VGA/SVGA (VESA 1.2 compliant card necessary for high res).
- 100% Microsoft compatible mouse.

You can run the game from DOS or from a DOS box in window's 95. However, running from a Windows DOS box requires 16MB of RAM. If your system is not equipped with this amount of memory, you should run directly from DOS.

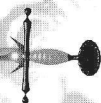


## INSTALLATION

The game requires a minimum of 8MB of memory, a 486/66 DX2 and an absolute minimum of 7MB of hard drive space. You can run the game from a DOS box under Windows '95 if you have 16MB of memory, otherwise you should run from DOS.

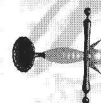
When installing the program, only choose the minimum install option if you absolutely do not have enough space for the larger options. The game will run MUCH faster with the larger installations. Also note that while the Maximum Install will provide the optimal gaming experience, it does take advantage of as much available memory as it can. If your system does not have at least 16MB of RAM, you may occasionally experience sound effects being "cutoff" or "dropped out." If this occurs and you find it troublesome, reinstalling the game using the Standard Installation should resolve the problem.





## INSTALLING AND RUNNING FROM DOS

1. Insert the **Realms Of The Haunting** CD-ROM DISK #1 into your CD-ROM drive.
2. Select the correct drive letter that your CD-ROM uses, e.g. D:
3. Type INSTALL at the DOS prompt. The Install program will now execute. The Install program is made up of a number of separate menus, each with selectable options. The current menu selection appears highlighted. You can move positions by using the up/down arrow keys or a mouse if you have one installed. Clicking a mouse button will select an option, as does the 'Return' key.
4. When you have installed the game and chosen your Sound Effects and Music cards, select Exit from the menu and select Save to record your installation choices.
5. To run **Realms Of The Haunting**, first make sure that the Realms of the Haunting CD-ROM Disk #1 is in your CD-ROM drive.
6. At the DOS prompt, select the directory that you have installed the game into. The default is C:\INTRPLAY\ROTH.



7. Type REALMS from within this directory to run the game.

## INSTALLING AND RUNNING FROM WINDOWS '95

1. Place the Realms of the Haunting CD-ROM DISK #1 into your CD-ROM drive.
2. From the Windows '95 desktop, locate and double click on the icon that represents your CD-ROM to open ROTH DISK #1.
3. Locate the INSTALL icon on ROTH DISK #1 and double click on it to launch the INSTALL program.
4. The Install program is made up of a number of separate menus, each with selectable options. The current menu selection appears highlighted. You can move positions by using the up/down arrow keys or a mouse if you have one installed. Clicking a mouse button will select an option, as does the 'Return' key.
5. When you have installed the game and chosen your Sound Effects and Music cards, select Exit from the menu and select Save to



record your installation choices. At this point, you will be returned to the Windows Desktop.

6. To run *Realms of the Haunting* from Windows '95, locate and open the folder that you have installed the game into (the default folder is ROTH located within the INTRPLAY folder).
7. Locate the WIN95RUN icon and double click on it to launch the game.

**NOTE: When running *Realms of the Haunting* from within Windows '95, it's a good idea to have as few applications running as possible.**

We have provided shortcuts for installing and running the game from within Windows 95. You may run the game by simply clicking on the *Realms.bat* file but the shortcuts provide protection from accidentally hitting the wrong keys etc. One point to remember is if you MOVE or COPY the shortcut from its original folder you will need to redefine the path in the Properties of the shortcut or the game won't run using the shortcut.

Also, if you move the home directory of the game, this will need updating in the shortcut as well.



## ADAM RANDALL

In *Realms Of The Haunting* you assume the role of Adam Randall whose father's untimely death leads him to the remote and seemingly desolate Cornish country village of Helston where things aren't quite as they seem.

Through the contents of a strange parcel, hand delivered by one of his father's reputed friends in the English clergy, Adam is pulled into a grand skein woven within the fabric of time and space towards his ultimate destiny by the forces gathering in the Parish of St. Michaels.

*Realms Of The Haunting* is a disturbing vision of the future, based on the many beliefs of the Apocalypse. The horror in *Realms* is the underlying fear of the end; the collapse of light and the dawn of a new age of darkness.

Step by step, the forces of Darkness have broken the Seals that protect the world of Light. Evil is preparing for its final assault and only one force can stop the world of Shadows from internal reign: You!





## OPTIONS MENU



### PLAY GAME

Highlight this option with the mouse pointer and click on a mouse button to start a new game.

### LOAD A GAME

Select this to load a previously saved game, see Saving and Loading later in this manual for more information.

### REPLAY INTRO

Highlight and select to replay the introduction movie to the game, a special Making of *Realms Of The Haunting* movie or view game credits.

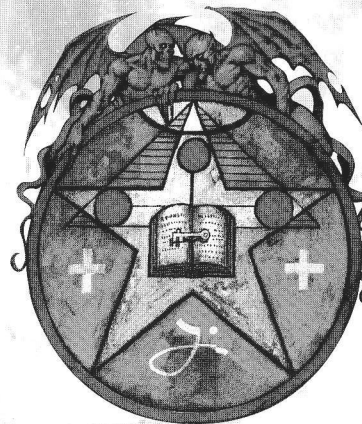


## SETTINGS

This accesses the Settings menu, where you can change all the settings for the game. See Settings later in this manual for more information.

## QUIT TO DOS

Select this option to quit the game and return to DOS or the Windows' 95 desktop.



## DIFFICULTY LEVELS

Because *Realms Of The Haunting* is a unique blend of traditional adventure gaming with Action elements, we have provided the ability for each of these aspects to be customized to suit the individual tastes of gamers. Immediately upon starting a New Game, you will be asked to select the difficulty levels for Arcade and Adventures play.

### ARCADE

Easy, Normal, Hard and Very Hard are your choices. The different settings affect both how much damage your weapons inflict as well as how much damage enemy weapons inflict upon your character.



### ADVENTURE

Easy and Hard are your choices. While playing in Easy Adventure Mode, the correct inventory item will **automatically** be selected

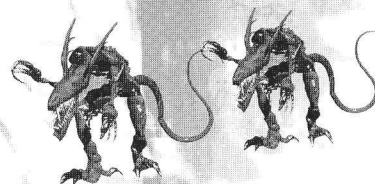
and used when you attempt to perform an action. For example, if you are carrying several keys in your inventory and attempt to open a door to which you hold the proper key, that key will automatically be selected and used on the door.



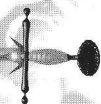
While playing in Hard Adventure Mode, you must manually select an item and place it into your character's hand.

### IMPORTANT NOTE

*While the Difficulty Setting for Adventure can be changed at any time during game play (by pressing the F3 key), the Difficulty Setting for Arcade is set at the beginning of each new game and cannot be altered once play has begun.*







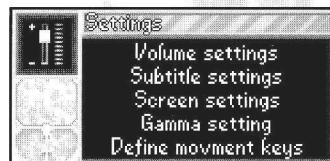
## SETTINGS

This menu screen can be accessed at the beginning of a new game from the Main Menu. It can also be accessed at any time during gameplay from within the Inventory screen. To access the Inventory screen, press **I** on the keyboard while playing or **Left Click** in the upper left corner of the screen to activate the Inventory Menu.

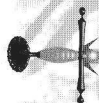
**Left Click** on the disk icon to bring up the Options Menu, from which Settings can be accessed.

From Settings Menu, you can adjust volume settings, turn subtitles off and on, select screen resolution modes and adjust the gamma settings (brightness).

You can also change cursor speed settings for the mouse and customize keyboard controls to your personal tastes.



Settings Menu



Subtitle Settings allow you to turn the Subtitle options off or on in the game. Highlight an option and **Left Click** to toggle on-screen text off or on.

Screen Settings lets you change the screen display mode (both viewing windows size and graphics resolution): **Right Clicking** on the Screen Size slider will increase the viewing window. **Left Clicking** on the slider will decrease the viewing window. To alter the Screen Resolution mode, select and **Left Click** on the resolution mode you desire. In some cases, you may have to restart the game for the graphic mode change to take affect. Most mode changes will take place immediately. **NOTE:** Screen Settings can only be altered once gameplay has begun.

To return to the Settings menu from any of the submenus, **Left Click** on the Settings icon on the top left of each screen. To return to the game from the Inventory screen, **Left Click** on the picture of Adam on the top left of the Inventory Menu, or **Left Click** any where on the gameplay screen to continue.



## CONTROLS

Movement within the 3-D world of *Realms Of The Haunting* can be done using either keyboard, mouse or a combination of the two. Please note that all of these assigned functions may be reset to your particular tastes from within the Settings Menu.

**Cursor Keys** Move forward, backward, left and right.

**< >** Side Step.

**Page Up/Page Down** Look up and down.

**Home/End** Set viewing angle tilt.

**CTRL** Fire weapon or punch if no weapon is selected.

**CapsLock** Run Mode on/off.

**A** Jump.

**Z** Crouch.

**H** Displays mouse/keyboard functions.

**I** Brings up the Inventory Menu (this can also be activated by moving the cursor to the top left of the screen and clicking the Left Mouse Button).

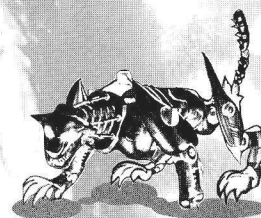


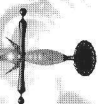
**Right Mouse Button** Hold down and move the mouse to guide movement within the Realms Of The Haunting world.

**Left Mouse Button** Fire weapon or punch if no weapon is selected.

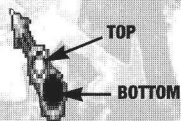
**Left & Right Mouse Buttons** Pressing and holding both mouse buttons at the same time will allow you to pan your viewpoint up/down, left and right.

This can be extremely useful when used in conjunction with the keyboard for movement.





## MOUSE POINTER FUNCTION

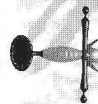


Along with movement controls, the mouse is also used to control the on-screen cursor. This cursor is used to open doors, identify objects, target enemies or objects and to interact with objects in the gaming world.

The pointer has two Action Indicators, one on top and one on bottom of the on-screen cursor.

**Top Action Indicator:** When the top Indicator lights up bright Green it indicates that you can perform an action on the object/item under the cursor. Clicking the Left Mouse Button will perform whatever action is available. Whenever the top Indicator turns Red, it indicates that you are pointing at a viable target. Clicking the Left Mouse Button will use whatever weapon you have selected. If no weapon is selected, your character will punch with his hand.

**NOTE: If the Top Action Indicator lights up Blue, it means you are pointing at an interactive object but are too far away to use it.**



**Bottom Action Indicator:** This Indicator represents the Look or Examine function. When this indicator turns into an Eye, it indicates that you can Look at the selected object/item. Clicking the Right Mouse Button will activate the Look function.

**NOTE:** Always remember that the mouse pointer acts as Adam's hand so attempting actions such as opening a door from 20 feet away will not work. You can view objects from a distance, but to interact or use them, you should have them within reaching distance of Adam's hands.

### MOUSE POINTER SUMMARY:

**Green Light:** Action/Pick-Up using the Left Mouse Button.

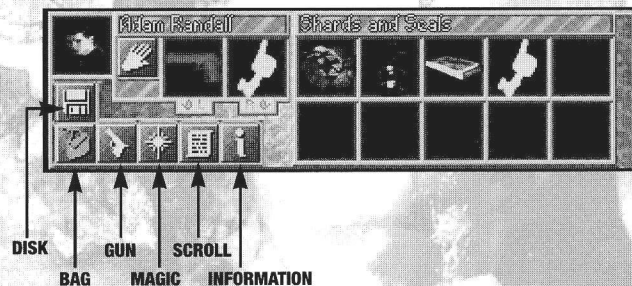
**Red Light:** Viable target is selected and can be fired at using the Left Mouse Button.

**Blue Light:** Interactive object is under cursor but you're too far away... move closer.

**Eye:** Observation/Look Function using the Right Mouse Button.



## INVENTORY AND OBJECT USE



### INVENTORY SCREEN

Items you pick up are automatically placed into your inventory and stored in the appropriate location based upon the type of object. The Inventory is arranged in the following order:

**L:** Object in left hand (Weapons)

**R:** Object in right hand (Usable Objects). If you've selected to play in Hard mode for the Adventure Difficulty, you must manually place the object you wish to use in this location.



In Easy mode for Adventure Difficulty, items are automatically selected and placed into this box (F3 toggles between these two modes).

**Disk:** Accesses the Options Menu.

**Bag:** Stores general items.

**Gun:** Stores Weapons. Keys 2-6 on the keyboard equate to the first five weapon boxes. If you arrange your favorite weapons in these first five boxes, pressing the associated keyboard key during game play will quickly move to the new weapon.

**Magic:** Stores mysterious or Magical items.

**Scroll:** Stores Books and Letters.

**I:** Contains Information the player has learned - talk about and reflect upon the characters you've met, places you've visited and things you're heard.

### Working With Inventory

**Use Inventory Items:** Double clicking the Left Mouse Button will Use an inventory item if it can be used.

**Combine Inventory Items:** Single clicking the Left Mouse Button will Pick Up the desired object.



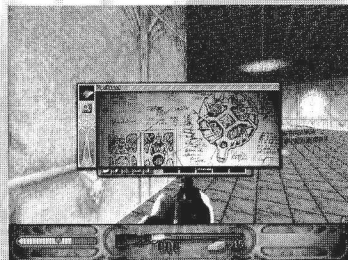




Moving this item and single clicking the Left Mouse Button again while on top of the desired second object will combine the two items if they can be combined.

**Moving Inventory Items:** Single clicking the Left Mouse Button will Pick Up the desired object. Moving this item to the desired location box and single clicking the Right Mouse Button will place the selected object in the new location. If an object is moved to a location where an item already exists, the location of the two items will be swapped.

**Examine Inventory Item:** Single clicking the Right Mouse Button on an Inventory Item will bring up an Examine Window. From within this window, you may view the object, discuss the object or reflect upon it, depending upon the item and information your character has obtained during game play.



If an "I" icon appears in the Examine Windows, **Left Clicking** on this icon will allow you to talk about it further.

If the object is a "readable" object such as a book or letter, Page Icons will appear. **Left Clicking** on the pages will allow you to view or read the individual pages of the object. If the object or text is larger than the Examine Windows, press and hold either mouse button and drag the cursor to scroll or move the document for full viewing.

### TIPS ON INVENTORY AND OBJECT USE

- Remember that you must click on the magnifying glass from within the Examine Windows for your character, Adam, to actually read or look at an item and add knowledge of that item to his evergrowing list of topics and information. Simply looking at an object while it is in the gaming world does not give Adam a working knowledge of the item. Also keep in mind that some items cannot be used until Adam has Examined them.
- The world of Realms Of The Haunting is incredibly vast and detailed. You are best advised to pick up and examine anything



that isn't nailed down. There are hundreds of objects to be encountered in the Realms, a great many of which contain information that will add to the evergrowing story or open new path-ways of discussion and discovery. Be persistent and meticulous in your quest.

As Adam and Rebecca learn, their abilities, knowledge and conversations change and grow. Always remember that as new items or information are obtained, the potential flow and content of previously visited topics changes and grows. Never assume that once you've visited a topic, item, reflection or discussion that it will remain the same later on. Revisit topics and discussions often to see if new information or encounters have added to the evolving story.



## SAVING AND LOADING

To access the Save and Load options press 'I' on the keyboard to bring up the Inventory and then click on the Disk icon. This will take you to the Options menu. From this menu you can select to Save or Load a game.

### SAVE



You can save a game at any point in Realms Of The Haunting and we recommend that you use this feature often, as you never know what is around the next corner. Highlight and select Save a game from the Options menu, then select one of the available slots to save the game to. Use the arrows on the right hand side of this menu to scroll up and down.





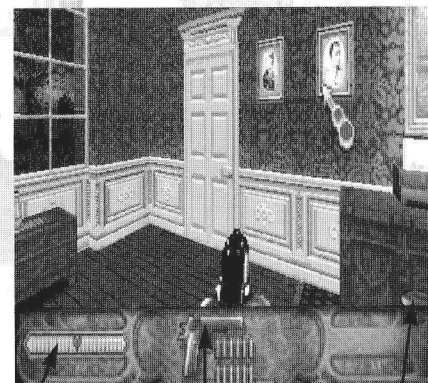
If the slot is empty a cursor will appear. Type in the name you wish to save the game as and press return to confirm. To overwrite a previously saved game, simply select the existing save slot you wish to use, (it will highlight in yellow) and press return. If you wish to rename the save, press the right cursor key. The on-screen cursor will now be visible and you can delete the existing text by using the 'BackSpace' key. Type in a new name and press return. If you don't change the name of the saved game the computer will ask you if it's OK to replace the game.

## LOAD

Highlight and select Load a game from the Options menu; when you pass the mouse pointer over the slots you'll notice that the screen on the left of the slots will change, showing you a screen shot from the save point. This should help you identify your saved games if you haven't named them. Highlight the saved game you want to load and click on a mouse button to load.



## PLAY SCREEN



### 1 Life meter.

This displays the status of your health. Keep a close eye on this unless you want to meet Adam's father faster than you anticipated. Use consumable objects from your Inventory to replenish your health.



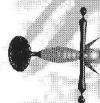
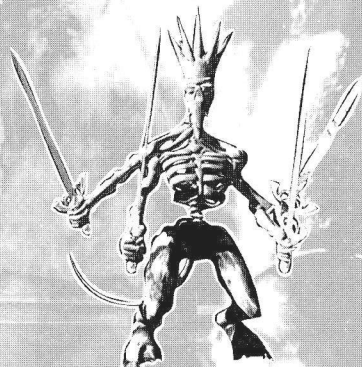


## 2 Currently selected weapon.

This displays the weapon you are carrying in your left hand and the amount of ammunition you have. If the weapon isn't being used or hasn't been used for a while, it will be lowered. If you have no weapon or have no ammunition, hitting the fire button will cause Adam to throw a punch.

## 3 Object held in your right hand.

This shows you which object you are currently carrying in your right hand.



## WITHIN THE REALMS STRATEGY

This is a very strange house, it seems to have a life of its own. Symbols on doors with no locks, disembodied voices and more rooms than the outside of the house would have you believe. Makes you wonder just what Adam's father was up to in his spare time!

You alone must solve the many mysteries and secrets this house contains. Each of these tasks/puzzles is split into separate chapters...as you control Adam you must solve each of these mysteries to move through all the available chapters.

Check out every room or place you have access to, use the mouse pointer to check every object you think may be of some use or may hold a clue. If you are able to take/pick up the object, do so! You may need even the most unlikely object in a house like this. Don't forget that you can Use the objects in your Inventory. Combining two objects together may give you the single object you need to progress.

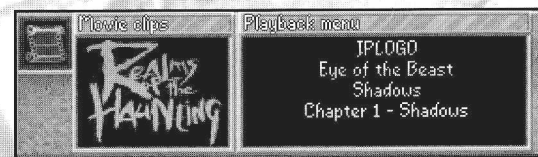


As you travel around the house and enter certain locations, a film sequence will be played. Watch and listen carefully. This will give you vital information you need to bring all the fragments of the puzzle together. To skip a previously viewed movie sequence, just press 'ESC'.

Speak to everyone you meet and ensure you've asked every available question/topic before you decide to move on. As you progress, make sure you re-visit each character (use the Inventory) to check if there are any new available questions or topics you can discuss with them.

Because you never know what could happen next you should save the game as often as possible. Save games won't save your life but they just may save your sanity!

To access a previously viewed sequence press 'I' on the keyboard to bring up the Inventory Menu. Click on the Disk icon and then click on the **Realms of The Haunting** logo.



This will access the Movie Clip Menu. Highlight the clip you wish to view using either the mouse or keyboard arrow keys. Pressing 'Enter' or clicking either mouse button will activate the selected clip. Pressing 'Esc' or clicking on the Movie Icon will return you to the Options Menu.



## SPECIAL HINT GUIDE THROUGH FIRST 10 CHAPTERS

### IMPORTANT

*This short walk-through assumes that you are playing with the Adventure Difficulty on Easy. If you are playing on Hard and wish to follow along, Press F3 to switch the difficulty setting now.*

You start in the main entrance hall of the house. Notice the small icon of a matchbox in the bottom of the screen? That's what you're carrying in your hands. Lets ignore it for now and start exploring the house.

There are several ways to move about in **Realms Of The Haunting**. The first is with the mouse. Move your mouse pointer down the screen until the eyeball icon on the pointer disappears. Now, press and hold the right mouse button and move the mouse away from you. This will move you forward. Practice moving around in the small area of the main entry. Using the mouse you can move left, right, forward or back.



**NOTE:** *If you pressed the right button when the eyeball icon was lit up on the mouse pointer, you would have heard an observation instead of moving. Mouse movement can only be activated when there are no icons lit up on the mouse pointer.*

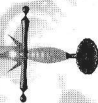
The second way of moving around the house is with the keyboard cursor keys. Practice exploring using just the up/down/left/right keys.

A third way of moving is one of the best, but can also be a bit tricky at first...this method uses both the keyboard and the mouse at the same time. If you press and hold down both mouse buttons, you'll find that you can pan your viewpoint in any direction. Up, down, left, right. While holding the mouse buttons down, try using the keyboard cursor keys for movement. Using this method, you'll find that you can move in any direction while looking around at the same time. It takes some practice, but once you get the hang of it, you'll soon find that you can run up a flight of stairs while looking up to see what awaits you!

Now, let's start our journey into the Realms Of The Haunting. Move over to the corner near the coat stand. Move the mouse pointer over the table.







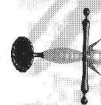
Notice the highlights appearing on the mouse pointer. Move the mouse pointer over the book on the table; you should see both a green highlight and an eyeball icon light up on the mouse pointer. Right click on the mouse and you should hear Adam make an observation about the book - you can make observations or examine things by right clicking whenever you see the eyeball lit up on the mouse pointer. The green light tells you that something can also be done with this item. **Left click** on the book now and you'll have just picked it up!

Move the mouse pointer over the grey shape next to the book. You'll again notice that the mouse pointer shows both a green highlight and an eyeball. Examine and pick up this item as well.

Left clicking when you see the green highlight will always activate the item in some way. Spend some time examining everything in this small area. When you are ready, walk down the corridor, move over to the typewriter and pick up all the items on the table.

Did you get the sheet of paper out of the typewriter?

(If you struggle to pick things up or fail to see a green highlight then you need to get closer to the item - You can only pickup/use items within arms reach.)

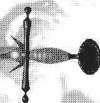


You should now have a weapon with which to defend yourself. Spin round to face the window and move your mouse pointer over the window - notice the red highlight? - this is telling you there is a viable target under the mouse pointer. Press the left mouse button to fire your weapon at the window. Move forward and pick up the cartridge on the small set of drawers under the window.

Now turn right and open the door in front of you, (left click when you see the green "activate" highlight) - you may have to step back a little to allow the door to open. Go through the door and up the stairs to the left. Now face the window (blow it out if you wish). Move the mouse pointer over one of the candles on either side of the window. Now left click once on the candle. Notice your matchbox has just appeared again in the bottom right corner of the screen. This is because in the "Easy mode" the game selects the right item for the job. In this case it 'pops' the matchbox into your right hand. Left click again and you will use the matches to light the candles.

Turn about face and move to the first door on your left. Face it and try to open it (left click).



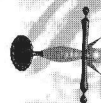


It's locked! Move to the end of the corridor and examine the painting. Notice you cannot "activate" or use the painting, but there is a clue in there. The painting depicts two lit candles - a clue to light the candles on both sides of the painting. Do this now and take the key that will be revealed (Watch out for traps!). Now, move back to the locked door and open it.

When he enters the Study Adam experiences a vision of his dead father, who tells him that there is something terribly wrong here. He pleads with Adam to save his soul, and to find someone called Aelf. He says that some very serious conflict is about to happen between two adversaries, whom he doesn't name. When he vanishes, a secret door in the bookcase can be accessed allowing Adam to enter the mausoleum.

Use the Metallic Orb located upon a shelf to open the door with the spherical aperture. Once inside take the two parchment/maps and look behind the sofa for the stash of weapon clips. From there, turn left out of the door and combat the four demons who guard the

Shotgun, ammo, and healing vials. Head out from there down the last tunnel until you arrive at the large Shrine.



Turn left and open the door by use of the lever on the wall. Continue down the corridor. Access the first door you come to and pull the lever. This opens a secret door which you will see opening as you pull the lever. The door is on a timer so be quick before it shuts or you'll have to pull the lever again. Take the key that you find in this room.

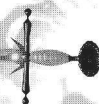
Exit the room and head on out straight down the corridor until you come to a chamber which 'replenishes' the Automations. Press the three Hand Glyphs on the walls. This action reveals the fourth. Press this and the process of activating the Automations ends. Click with mouse to 'use' the writing which has appeared on the wall by the pillars.

Leave the area (the same way you came in) and go through the wooden door in the main shrine to enter through the door with the shimmering lights. In here sit on the Throne (left click on mouse). Adam is branded on both palms of his hands with a mysterious symbol.

Having been branded the player must make his way back to the large Shrine. The player then can use the key found earlier to unlock the lever found there. Walk down the corridor until you get to







a chamber full of Angel statues. Take the Shrive and the fireball Staff.

Go back to the to the main statue at the end of the large Shrine and speak the 'words of power'. Head up the stairs which have been now revealed by the statue sinking into the floor.

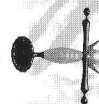
Florentine then appears and demands the Shrive from Adam. As he departs he summons three skeletons to kill you.

The player should then use the Shrive to unlock the appropriate door. Go through this door and head to the end of the room. Along the way collect one of the hidden Golden Serpents in an alcove on the left. Aelf will appear at the end of the chamber. Collect the healing vials on the altar and head back to the Study. Watch out for the skeletons.

In the study Adam meets Rebecca for the first time.

At this point the wards locking the Armory area of the house are destroyed.

Find a crystal by examining a fireplace. Take the document from the adjacent room. Use the crystal to activate a green dome. This takes Adam to talk to a being called the Gnarl.



This creature tests Adam verbally (if he asks you if you trust in time - you say yes) and rewards him with two masks. These masks enable you to travel to the Tower (see later).

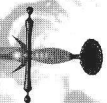
Go back to the house and continue to explore the Armory.

Around this time you will find an ancient helmet. This reveals some background to the 'fall of the soulstone', Aelf and the Falshire Knights.

Left click on the chest in the dormitory to open the locked door in the next passageway. Enter this room and click on the colored stone on the floor. This opens a further locked door. In this cupboard is a document.

You will come across another locked door. To open this door left click on the shield and sword display next to it on the right. Enter the first room on the right which is halfway up the stairs. Here Rebecca has a vision of someone as they enter the location. This is Gaul - the dark half of the two characters that Adam has been told about. Locate the document on top of the bookcase and the ammo at the far of the room but watch out for the skeletons.



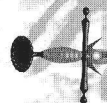


Go through the door at the top of the stairs and when the voice tells you to "Walk unto the Gate..." stand on the plinth. Then go to the inventory and use [left then right click] one of the masks you got from the Gnarl. You should now find yourself in the Tower location - a gateway between the different realms.

In the Tower you meet Raphael. He is a guide and warns them of the Ire, a cloud of evil spirits which consumes unwary travelers. Leaving Raphael make your way to one of the two shimmering doors of light, enter then locate the next Tower Gate. This takes you to the Interior Gardens of this house.

Locate a key in one of the pools [enter and use 'z' to crouch]. Use the key to open one of the outhouse doors. Inside you will find a map. Once you have the map use the Tower gate to go back to the house. Watch out for the demons who are out to stop you.

At this point the door to the North West Wing becomes 'un-warded'. Left click on the hand glyph that appears on the wall and go through the un-warded door.



At the bottom of the stairs you come across some demons. These can only be destroyed by crushing them against the ceiling. This is done by firing at the target on the wall, you'll see what we mean. Go through the left hand door to enter the Shrine. You must collect a key which is suspended above the chamber in mid-air. This is done by placing one of the golden serpents on the golden floor tile. Adam recovers the key by standing on the Altar stone. Don't forget the Serpent when you leave.

The key opens a door across the corridor from the Shrine. Through this door you will find a lever. This moves a series of crates to reveal the next point of egress, a hidden doorway leading down into the caverns - which leads to Florentine's ancient cottage and observatory. Collect the hidden ammo behind the door.

In the tunnels below a disembodied spirit speaks to Adam and Rebecca, begging them to free him. This is Hawk - more of him later.

Eventually you will reach Florentine's Cottage and Observatory. In the caverns you must locate the Red Crystal. Give this to the Red Effigy.





If you give it anything else it will summon demons to kill you. A bridge now appears. Cross this and kill the green demon [you should have picked up the map to this dark location]. Watch out for his fireballs. You must navigate the floating sections to get to the other end of the chamber. A door automatically opens which leads to the basement of the observatory.

In the basement left click on the breastplate and Aelf appears again. Watch out for the demons which appear. Head up into the observatory to the top floor and take the stuff on the table in the Observatory. In Florentine's Journal you'll find a key which opens the closet cupboard downstairs in Florentine's Bedchamber. Inside is the last Golden Serpent. Pick up also the Staff from under the bed. Tip: look in every crate you find, there may be something there.

Take the staff back down into the basement and go through the far door in the corner (close to where Aelf appeared). If you click on the staff Icon on the wall a teleporter will appear. Stand on this and it will teleport you back to the Study.



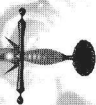
Place all seven Serpents on the hollows around the Sarcophagus and enter the Sarcophagus making sure you pick up the Dragon Shield from the Study.

Set the big floor clock to 6 o'clock [the clock in the study only chimes at this time] using the levers on the raised platform and press the hand glyph on the wall behind you. Make sure the dragon shield is in your hand and enter the chamber that is now open to you. The shield will make sure you avoid the fireballs from the Dragon's Head above the secret door.

Pick up the chalice from one of the fountain rooms and collect some water. Hawk appears and informs you that there is a key to his prison in another world. Open the doors to the left room with the fish design by throwing water into the fish's mouth. Do NOT go to the right door from the Mosaic.

In this the rooms is Aelf's dagger, this allows you to enter the realm of spirit, Raquia, where you will find the key to Hawk's prison - the Key of Tears. On leaving the area, you are challenged by Belial who demands the Shrive. Attack Belial with Aelf's dagger to drive him off. As you have now just blasted Belial's face off, expect his bodyguards to appear and try to kill you.





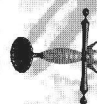
At the top of the floating stairs is a locked door. When you return here and free Hawk with the Key of tears it will become open to you and teleport you to your father's Church and Vicarage which Belial is using as a base of operations.

Go back to the Study.

To enter the library you need to find the crystal idol. Unfortunately this is protected by a big monster. To summon the monster light all six candles situated around a magical symbol.

Go to the room from the courtyard guarded by a giant monster, kill him and collect the grenade launcher. Watch out for Belial's bodyguards - the Shadows.

This is the end of the bonus hint guide. To get further hints and tips go to the Interplay website at [www.interplay.com](http://www.interplay.com)



## QUICK KEY FUNCTIONS

**F1** Show/hide weapon hands

**F2** Subtitles on/off

**F3** Game easy/hard. When this option is set to easy, objects you need from your inventory will automatically be selected and used. If hard mode is selected you will have to place each object you need to use in your hand manually

**F5** Switch mouse buttons

**F6** Select video display-mode

**F9** Save Game. This will automatically save the game to Slot 0. This Slot is a special "on the fly," quick save which is not accessible from the normal Load Menu. See below.

**F10** Load game from Slot 0

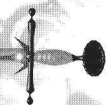
**Capslock** Run on/off

**A** Jump

**Z** Crouch







### CURSOR KEYS MOVEMENT

< >: Side step

1: Select punch

2 - 6: Select first five weapons

**CTRL:** Fire/Use currently selected weapon

**Page up/down:** Look up/down

**Home/end:** Tilt up/down

**I:** Inventory on/off

**C, V:** Adjust screen gamma up and down

**-/+:** Screen border

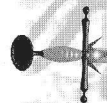
**Spacebar:** After dying press the spacebar to load last saved game

### INVENTORY KEYS

**1 - 5:** Select Inventory area Bag, Gun, Magic, Scroll and Information

**Cursor keys:** Highlight objects

**Return:** Select highlighted object and exit Inventory



**Spacebar:** View highlighted item

**S:** Swap object

**U:** Use object

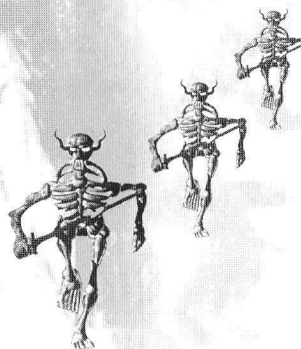
**D:** Go to Disk Menu

### DISK MENU

**Cursor Keys:** Highlight option

**Return:** Select highlighted option

**M:** Access Movie clips menu



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Director of Compatibility:  
Compatibility Technician

Marketing Manager  
Traffic Manager  
Package Design  
Manual Graphic Design  
Director of QA:  
Assist. Director of QA:  
QA IS Technicians:

Lead Tester:  
Testers:

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John Werner  
Dan Forsyth  
Aaron Oliaz  
Derek Gibbs  
Marc Duran  
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Bill Hamelin  
Nelson & Young  
Salma Asadi  
Chad Allison  
Colin Totman  
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Larry Smith  
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Erick Lujan  
Timothy Anderson  
Jeremy Ray  
Anthony Taylor  
Marvic Ambata  
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David Parkyn

## Special Thanks to

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Allan Pavlish  
David Riordan  
Trish June Wright

**Gremlin Interactive Ltd.****Actors**

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David Learner  
Marc Finn  
Marc Byron  
Dave Roberts  
Gerry Hinks  
Kim Durham  
Roger Franke  
Keith Dando  
Terry Malone  
Lee Bedford  
Chris Briggs  
Neil South  
Mark Bedford

**Voice Talent**

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'Big' Al  
Rob Rackstraw  
at Rhubarb & Voice-Box Studios

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Producer/Designer  
Director/Editor

Adam Randall  
Rebecca J. Trevisard  
Belial  
Claude Florentine  
Aelf/Raphael  
Hawk  
Charles Randall  
Gaul  
Pelador  
Taxi Driver/Doctor  
Undead 1  
Undead 2  
Undead 3  
Undead 4  
Undead 5

Antony Crowther  
Paul Green  
Alan Coltman

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## Digital Compositing/Intro. &amp; SFX

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Additional Dialogue  
Assistant Programmer  
Lead Artist  
Artists

Music  
Sound Design  
Co-Game Design  
Creative Visualizer  
Additional Sound

Video Tools  
Installation  
Co-Visualizer  
Production Manager  
Software Manager  
Co-Production  
Quality Assurance  
Lead Tester

## Testers

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Paul Green  
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Chris Pepper  
Berni  
Ira Hill  
Keith Donald  
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Kim Blake  
Les Spink  
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Make-up Assistant  
Make-up Effects

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Wigs  
With thanks to

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The Belgrade Theatre  
Costume Call  
Viewpoint Datalabs

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Lee Cambell  
Tony Casson  
Simon Short  
Tony Willis  
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