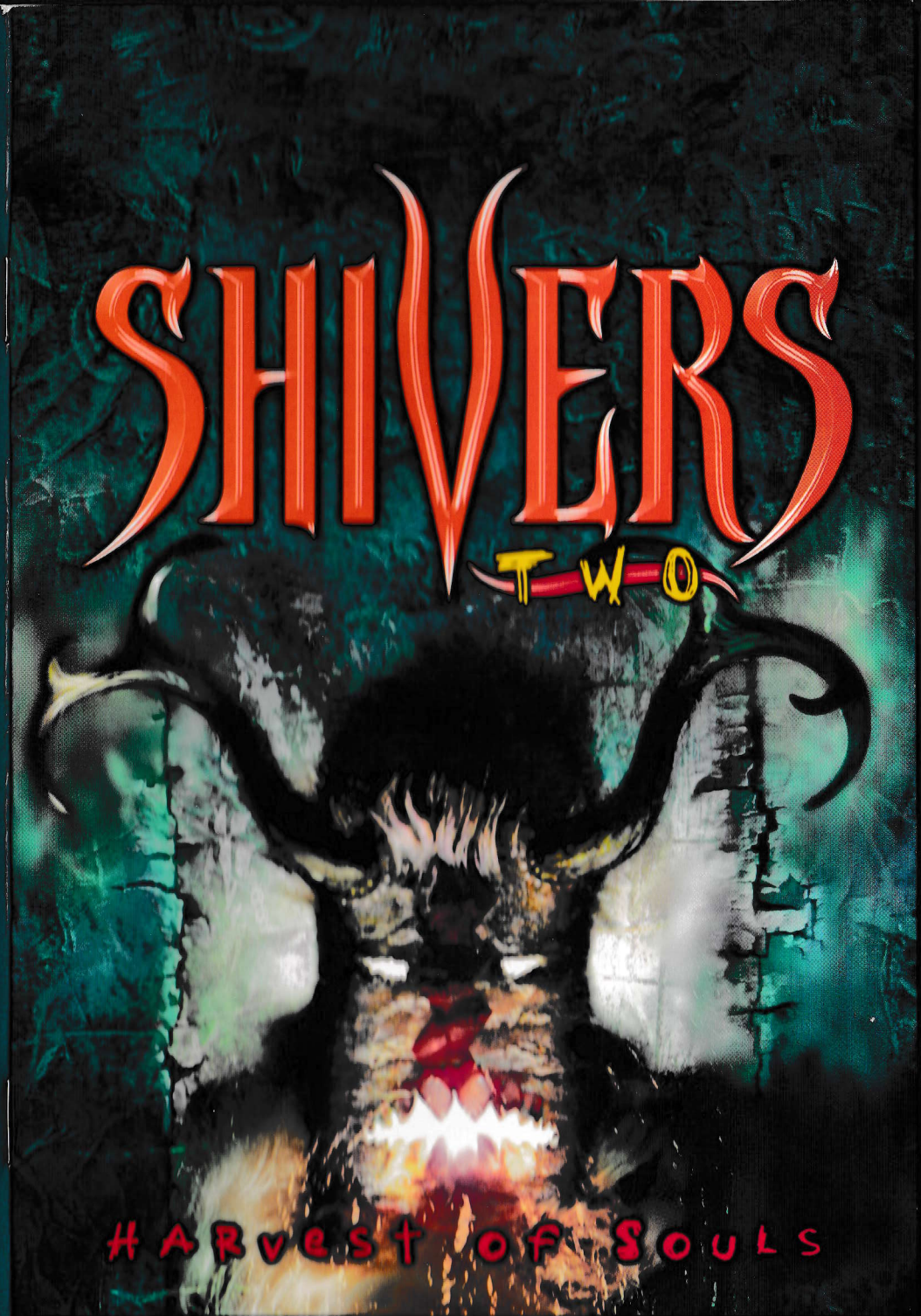




S I E R R A

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S I E R R A

# SHIVERS

## HARVEST OF SOULS

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# INTRODUCTION

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Welcome to **Shivers - Harvest of Souls**,

the second game in the **SHIVERS** series. Hope you like it here in

the odd little town of Cyclone, Arizona, because you won't be able to leave until

you save your friends (not to mention your own hide). Feel free to look around, and don't worry if you get stuck. There's plenty more to do elsewhere!

We've incorporated some new features which we hope will enhance your experience. The toolbar includes a Map button, which allows you to jump to anywhere in Cyclone, and an Internet button which enables you to chat with your friends while you play. Other features include dynamic sound and the ability to adjust the size of your panorama, turn the smart cursor on or off, vary your pan speed and turn the captions on or off. You can even create your own version of some of the puzzles and challenge your friends.

If you're having technical troubles, read the README file or call technical support listed toward the back of this book. The README file is also a good place to check for the latest information about the game since this book had to be printed ahead of time.

So it's time to dim the lights and head into Cyclone, a little town that promises to turn your head around and send cactus needles down your spine.

*Note: Though the game is loosely based on Native-American mythologies, it in no way represents actual beliefs and rituals of Native-American peoples.*

The canyons are beautiful but dangerous.

## SYSTEM REQUIREMENTS & INSTALLATION

**TO RUN SHIVERS - HARVEST OF SOULS, YOUR SYSTEM SHOULD INCLUDE THE FOLLOWING:**

- 486 DX66 or better
- Windows 3.1/WIN 95
- 12 MB RAM
- Double-Speed CD-ROM drive
- SVGA, 640x280 at 256 colors
- Hard Drive
- Mouse, Keyboard
- WIN compatible soundcard, DAC required.

**TO RUN OPTIMALLY, WE RECOMMEND THE FOLLOWING**

- Pentium
- WIN 95
- 16 MB RAM
- Quad-Speed CD-ROM drive
- SVGA, 640x280 at 256 colors
- Hard Drive
- Mouse, Keyboard
- WIN compatible soundcard, DAC required.

### WINDOWS 3.1 INSTALLATION

- Launch Windows if you are at a DOS prompt.
- Pull down the FILE menu under Program Manager and select the RUN option.
- When the RUN dialog box appears, type the letter of your CD-ROM drive followed by ":\SETUP" and the enter key. For example, if your CD-ROM drive is labeled D, you would type: D:\SETUP<ENTER>.
- Follow the on-screen prompts.
- To start the game under Windows 3.1, double-click on the SIERRA program group within Program Manager, and then double-click on the **SHIVERS** icon.

### WINDOWS 95 INSTALLATION

- Start your computer system so that Windows 95 has launched.
- Insert the **SHIVERS - Harvest of Souls** CD into your computer.
- The Auto start sequence should ask you if you wish to install **SHIVERS**.
- Select the install option and follow the on-screen prompts.
- If Autoplay is not activated:
  1. Start your computer system so that Windows® 95 has launched.
  2. Insert your Sierra CD into your CD-ROM drive.
  3. From the START menu select RUN.
  4. In the RUN window, browse to or type D:\SETUP and click OK. This assumes that your CD-ROM drive is D. Please substitute the drive letter as appropriate.
  5. Follow the on-screen prompts to install **SHIVERS - Harvest of Souls** game to your hard drive.

- To start the game under Windows 95, insert the CD into your CD-ROM drive, and select the Play option when Autoplay appears.

## SYSTEM REQUIREMENTS & INSTALLATION

PAGE 3



## HE'D HEARD STORIES OF THIS

**PLACE.** Ever since he'd crossed the state line, it seemed all he'd heard were stories about the evil that dwelled in Devil's Mouth Canyon. But he'd thought some about evil and had decided that it was really just a concept that described the absence of good. It wasn't something real, something tangible that could jump out and grab you. Still, he was curious..... What was it about the canyon that was so compelling? He was here to find out. It was an intellectual inquiry of sorts. Not to mention a damn sweet spot for a hike.

But his girlfriend was going to require some convincing. Coming from New York, she found Cyclone's history as a mining town fascinating.

"Get a load of this." She was reading the tourist brochure. "The whole reason the town is called Cyclone is that these guys were on their way to hunt for silver in Colorado but got caught in a windstorm. While they were here, they dug in the streambed for water and struck silver. How lucky can you get? So the town is named in honor of the windstorm."

"The history of this canyon is pretty fascinating, too," he said. "Though less lucky." He really wanted her to come on this hike with him and was trying hard to interest her. "Listen to what it says in this book."

"Huh?"

"Well, if you can feign some interest for a moment, I'll read you what it says about Devil's Mouth."

"Consider it feigned."

"Let's see.... Here's where it gets interesting. 'Though life in the canyon proved to be bountiful for the Anasazi, the canyon was slowly abandoned over time until no inhabitants were left. Several theories exist to explain their disappearance, ranging from epidemic to drought to invasion by hostile nomads. However, no artifacts exist to support any of the theories, and in fact, many seem to disprove them. Some locals believe that whatever force eliminated the Anasazi is still at work today.'"

"Hmmm. They just disappeared without a trace and no one knows why?"

"Pretty much."

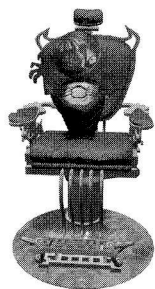
"And some people think it's like an evil curse or something?"

"Well, they don't go that far. This is a tourist guidebook after all."

"What a wild idea."

His plan was working. His girlfriend, always a sucker for a mystery, was taking the bait....

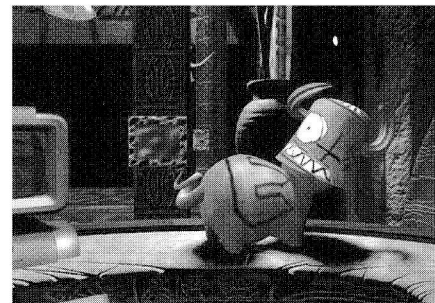
**ALTHOUGH THEY HAD HOPED FOR AN EARLY START,** it was late afternoon by the time they finally set out. Incredibly, no one seemed to know where Devil's Mouth Canyon was, or at least they wouldn't admit to it. When asked for directions, most of the townspeople simply shrugged and quickly changed the subject.



**THEY FINALLY GOT LUCKY** at the gas station on the edge of town. "Devil's Mouth Canyon?" replied the man, pausing as a twisted smile filled his face. "I discovered those canyons." He pulled a scrap of paper from his dusty overalls and a pen from beneath his headband and began to scrawl. "It's kind of hard to find," he said, handing them the paper. "These canyons are like a maze, but it's worth it."

There was definitely something odd, almost sinister, about the man, but they thanked him anyway and climbed aboard the jeep. With the top down and the back piled high with gear, they looked ready for anything. "Water...check! Flashlights...check--did you grab the sleeping bags?" "Are you nuts?" she asked, looking at him in disbelief. "After everything we've heard about the place, and especially after the way that guy looked at me, I'm beginning to wonder why we're going there at all." He wasn't as excited about the trip anymore either but this was no time to admit it.

They drove on the boulder-strewn, gravel road until it got too narrow and rough to drive any further. A sign warning people to enter at their own risk greeted them. "This is the place, I guess" he said, pointing to the drawing on the map.



**AS THEY HIKE UP THE CANYON,** he was awed by the deep colors of the sheer red rock walls. It changed one's sense of proportion to look straight up, and up, and up. And it changed one's perspective to think that an entire culture that had once thrived here, mysteriously vanished. He made out the fine lines of the petroglyphs, which clearly seemed to be trying to communicate something. If only he could understand what they represented. Perhaps they held a clue to their creators' disappearance.

"It's funny that Cyclone hasn't turned into more of a tourist destination, what with all these petroglyphs," said his girlfriend, interrupting his reverie. "It's probably because of that myth. What was it again?"

"Well, they believe that the petroglyphs are people frozen in stone, waiting for the chance to re-enter the world of the living."

"And how do they do that?"

"Well, they attack you, I guess. The idea is that the people and the petroglyph trade places."

"That's really creepy," she said.

"Not if you think about it. How could a petroglyph attack you? They're made of stone, for god's sake. And we all learned in earth science that stone is a mineral," he assured her.

"But it's just the idea to put a dent in tourism, that's for sure."





PROLOGUE

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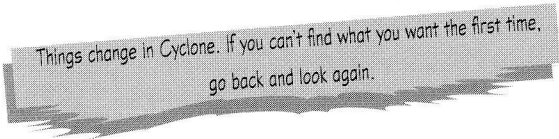
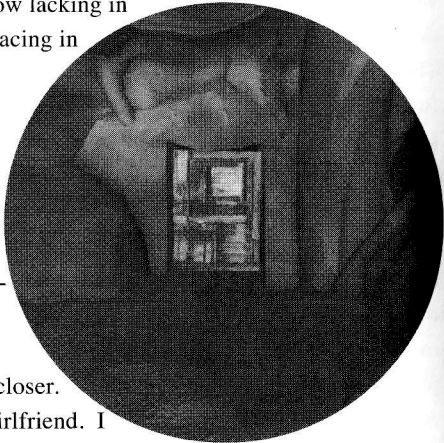
**THERE DEFINITELY WAS SOMETHING**  
**EERIE** about this place. The purplish blue veins that cut through the rock resembled the veins of a human body. And the strange glow that seemed to emanate from the rocks was enough to make one believe that something supernatural was going on. But he was too much of a pragmatist to believe in that kind of hooey-gooey. He figured that any townspeople who had disappeared here were just drunk -- after all, what else was there to do in Cyclone? There were plenty of mine shafts around, too, and he was never one to underestimate people's stupidity...

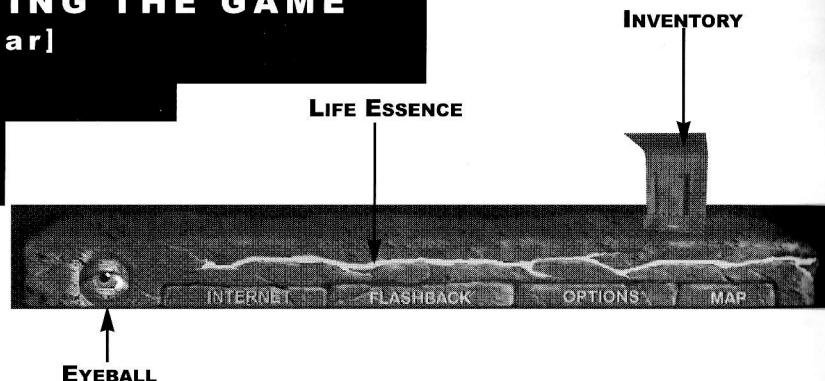
But clearly it was the petroglyphs that were the most haunting. As he looked up at them, their forms seemed skewed and ominous, somehow lacking in balance and proportion. They seemed to be grimacing in celebration or in agony, it was hard to tell which. Perhaps the secret of whatever happened here, whatever it was that frightened folks so much, lay hidden deep within the petroglyphs, beyond human deciphering.

"Hey, check this out," he said, pointing to the canyon wall. There was one petroglyph in particular there that interested him. It was a horned warrior carrying a stick or spear, its face twisted into a fearsome grimace. They took a few steps closer.

"Is there something in the air here?" asked his girlfriend. I can't see clearly. It seems to be moving."

"Naw, you've just got petroglyphs on the brain," he said, grabbing her hand just as the petroglyph detached from the wall.





## LIFE ESSENCE

Your life essence is the neon green stripe in the middle of the toolbar. It recedes when you carry a prayer stick around or when you get attacked. If Darkcloud does something that threatens your life, you also lose life essence. You gain life essence when you put a prayer stick in the correct location in the kiva. There are also specific places that you can find and regain life essence.

## FLASHBACK

If you want to look at something you've found, click on the "Flashback" button and then choose from the selections. You can only look at something that you've already seen. To return to the game, click on the "Flashback" button again.

## MAP

Use the map to jump from place to place within town. Click on the place you want to go to on the Map and you will be transported to the street location closest to it. It might be handy to use the map to return to town when you are in the canyons. But beware. You can only jump to places you've already visited.

Those symbols must mean something—  
pay attention to them.

## INTERNET

You have two ways to interact with others: Chat Online (for Windows 95 only) and Puzzle Play (for anyone with e-mail).

### Chat Online

You can play **SHIVERS - HARVEST OF SOULS** over the Internet's World Wide Web using the Sierra Internet Gaming System (SIGS) with players from all over the galaxy. We don't care what planet they're from, but all players need to have a working Internet PPP connection that supports WinSock32. If you're not sure if your connection meets these requirements, contact your Internet Service Provider for details.

### Installing SIGS

SIGS drivers should have been installed when you installed this product. If this wasn't done, no biggie — you just have to reinstall the product.

### Connecting to SIGS

1. SIGS should work with any Internet Service Provider with true 32-bit access. Because of this requirement, SIGS will not work with America On-Line, Prodigy, WOW, and some others.
2. Click on the "Internet" button on the toolbar.
3. Your system will establish an Internet connection, if necessary, and link to the SIGS servers. SIGS itself is free. (Your cost for Internet connect time to SIGS depends on your Internet provider.) If this is the first time you have connected to SIGS, select "New Member". You will be asked to enter your name, a password, and other information regarding your personal hygienic practices. Tell SIGS to remember your user name and password for you by checking the "Save password" option or write them down somewhere you'll be able to find them again (trust me, we get a lot of calls on this one).

### Joining or Creating a Room

1. When you Join a Room, you are joining a chat room. This is a place to meet and chat with others who might want to play **SHIVERS** with you.
2. There are existing rooms that have already been created, or you may create your own room if you like.



## Joining or Starting a Game

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1. After you sign into SIGS, you'll see the Gaming Rooms screen. Here you can "Join a Room" for the type of game you want to play, or "Create a Room" if you want to start something on your own or with friends. Use the SIGS Chat window to find out about games that are starting. If no one has started a game, you might want to start one and invite others to join. You might want to name your game after the room you are in, for example, "Latté Land" if you are in the Cyclone Cafe. You are then the Game Master. Starting a game does not restart **SHIVERS**, but starts a game session where you may chat with others while playing.

2. When you see a game you want to join, simply click on it and then click "Join Game". That game's Game Master will decide if you can join or not.

3. The Game Master clicks "Start Game" to get things rolling.

4. The SIGS Gaming Rooms screen will then disappear. To chat with the people in the game, hit "Enter". The word "Chat" will appear on the screen. Type in your message and then hit "Enter" to register your comments. As always, remember your manners.

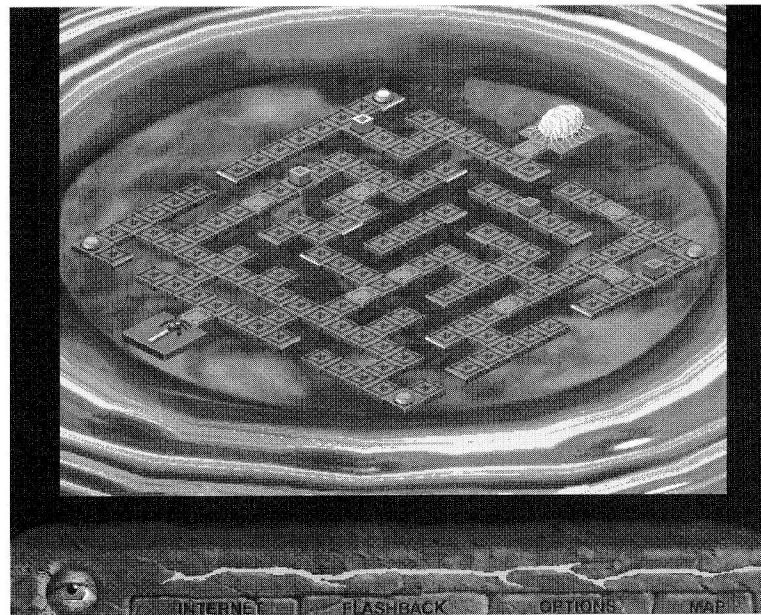
### Exiting SIGS

1. To exit SIGS, select "Internet" from the toolbar.
2. Exit from the File menu.

### Help with SIGS

Use the on-line help within SIGS if you have any questions.

The symbols in the canyon - one awakens, one is a puzzle.



### Create a Puzzle

You can redesign puzzles found in the game and e-mail them to your friends to try. Here's how to create your own Spider puzzle, which is the puzzle found in the sink in Ivan's Barbershop. Check the README file for other puzzles to redesign.

You will want to create a text file (in Word, Notebook, etc.) that is 15 characters wide and 16 rows long using a combination of the following elements:

X	land	1	green gate	6	blue button
A	blue bridge	2	blue gate	7	red button
B	red bridge	3	red gate	8	yellow button
C	yellow bridge	4	yellow gate	Space	(or any other character)
		5	green button		water

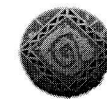
There are certain rules you'll need to follow when creating your version of the puzzle. Otherwise, you'll automatically get the Spider Puzzle that appears in the game.

■ You must have at least 40 water characters.

■ The Start and End will be in the same place every time (beginning and end of 7th row). This is done automatically within the game.

■ You can use only one of each color gate.

■ You can use as many of each color button as you want. The button triggers the associated gate(s) to go down.



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■ Traversing any blue bridge always triggers all of the red bridges; any red bridge triggers the yellow bridges; and any yellow bridge triggers the blue bridges.

■ The blue bridge will always be used to start and end. This is done automatically within the game.

■ You must name the file starting with "SPI" and make sure it is a "TXT" file. For instance, you can name it "SPIDER2.TXT". Keep in mind that Win 3.1 only allows 8 characters.

Once you have created your puzzle and you want to put it in the game, copy the file into the same directory as the executable game. Files are read in randomly if you have more than one puzzle option listed in your executable directory. You can see which text file is imported into the game if you have the "Caption" option on. Good luck! Please note: If you solve a user-defined puzzle in **Shivers**, it does not affect your score.

If you're still confused, here is an example:

```
XXXXBXXXXCXXA6
X0C0000000000X
X0X0000000000X
X0XXAX1XXCXXBX
X0X000X0000X00X
X0X000X0000XXAX
X0X000X0000000X
XXX0001XXBXXCX
X0X0000000000X
X0B0000000000X
X0X000XXCXXXAX
X0X000X0000X00X
X0XXAX2XXAXXXBX
X0X0000000000X
X0C0000000000X
XXXXBXXXXCXXA5
```

*Be careful, the bahos steal your life essence.*

## INVENTORY

You can hold up to twelve items in inventory at a time.

### VIEWING INVENTORY

If you want to view an inventory item, click on it and it will become the cursor. Then click on the eyeball with the inventory item (cursor) to view it. To return the item to inventory, click on the eyeball or outside of the inventory item's image.

### USING INVENTORY

Select an inventory item from the Toolbar. The item will become your cursor. Click on the screen with the inventory item (your cursor). If the inventory item cannot be used — surprise! — nothing happens. Once the inventory item is used, it disappears from inventory unless you will need the item again later in the game. You aren't punished for trying to use your inventory somewhere it doesn't work, so don't be shy.

### COMBINING INVENTORY

While you're taking a close-up look at an inventory item, click on a second inventory item and with it in your possession, either click on the displayed inventory item, or click on the eye. If the two items cannot be combined, it will return to its place on the toolbar. If the items can be combined, watch it happen before your very eyes.

### EYEBALL

Select an inventory item from the Toolbar. Then click on the eyeball with the inventory item (cursor) to view it. To return the item to inventory, click on the eyeball or outside of the inventory item's image.

### CONFIGURATION

a) Captions - This feature is especially designed for people who are hearing-impaired or deaf. Text appears at the bottom of the screen accompanying the audio material.

b) Smart Cursor - Your cursor is smart. This means that the cursor changes colors to show you when there is something further to explore. It turns green to indicate that there is something there to be clicked on. It turns red to indicate that you should wait (for a really cool graphic or sound to load up). You can turn the smart cursor on and off here by clicking on it.

c) Full-screen/Half-screen - This feature will default to full-screen for all movies. If you have a slower computer, we suggest that you watch the movies at half-screen for better performance.

d) Solve Current Puzzle - This feature can be used when you are completely stumped by a mind puzzle and have given up all hope. You must be at the close-up of a puzzle before this button can be used.





e) Sound Performance - If the sound stutters or skips, move the slider (to change the size of the sound buffer) and then restart the game. The sound will not improve until you restart the game.

f) Pan Speed - Had a little bit too much caffeine today? You can increase the pan speed (to match your level of caffeine consumption) by moving the slide bar to increase the frames per second. This will make your panorama view move more quickly.

g) Pan or Window Size - If your machine is slow, you can use this feature to shrink the screen, which in turn will allow you to pan more quickly. This feature does not affect your view on close-ups.

## 2. RESTORE OLD GAME

This button allows you to access your saved games. You can choose to re-enter any one of your saved games at the point where you last saved. You can also delete a game from here.

## 3. SAVE GAME

Use this button to save the current game before trying something risky. If you're low on life essence, save and then if you do get killed, you can return to the game at the point where you last saved. You can test different strategies by saving your games under different names, and then returning to the game that you want.

The bahos are useless until awakened.

## QUICK KEYS

### F2

The F2 key changes the resolution of the screen. If you're panning too slowly in a panoramic scene, use the F2 key to create a smaller resolution. You can press it four times for a total of four different resolutions. Once at the smallest resolution, pressing F2 returns the screen to the largest resolution.

### F3

The F3 key turns the caption option on so that text accompanying the audio material appears at the bottom of the screen. Press it again to turn it off.

### F4

Press the F4 key to turn the "smart" cursor off. The "smart" cursor turns green to indicate that there is something further to be clicked on. Press F4 again to turn it back on.

### F5

The F5 key reduces the size of the movie screen. If you are experiencing poor performance while viewing a movie clip, the F5 key reduces the movie to half screen. This should vastly enhance your viewing pleasure. Press it again to return to the original size.

## CONTROL-S

Quick Save - Saves the game under the current name.

The TVs...they're important, but there is something very odd.



## OBJECT OF THE GAME

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The object of the game is to find your friends without being killed by whoever is stalking you. To do this, you must take the twelve prayer sticks to the kiva and place them correctly on the altar. Hurry to the kiva with the prayer sticks because you lose life when you carry them.

## MOVING AROUND



Cursor - Move the cursor in every direction to see the view from where you stand — up to see the ceiling, down to see the floor, and side to side to see what surrounds you.



This arrow moves you forward to another panorama or to a close-up.



This arrow moves you back from a close-up.

You can move around the screen using the mouse or the arrow keys. Another option — favored by southpaws — is to use the following letter keys:

<u>LETTER</u>	<u>DIRECTION</u>
A	Left
S	Down
D	Right
W	Up

## SMART CURSOR



Your cursor changes colors to show you when there is something further to explore. It turns green to indicate that there is something there to be clicked on. It turns red to indicate that you should wait (for a really cool graphic or sound to load up). You can turn the smart cursor on and off by clicking on it under "Configuration" from the Option Screen.



## PRAYER STICK CURSOR

Your cursor becomes a prayer stick (bahos) when you pick one up. But beware: you lose life essence during the time you hold the prayer stick.

## BATTLING PETROGLYPHS

You must be brave. The petroglyphs in the canyon will attack when you approach them. Your only defense is to move quickly but there is one problem. You must find the petroglyph that will awaken the power of your prayer stick (bahos) before you can progress further, but the only place you can do this is in the canyon. You can grab the map if you're not up to it, but you can't avoid the petroglyphs forever.

## SCORING

The more curious you are, the better. The more nooks and crannies that you explore, the more file drawers that you open, the more twisting paths that you follow, the higher your score. But be warned that you won't get extra points for looking at something again and again or for solving puzzles more than once. You lose points and life essence when you are attacked or are put into a life-threatening situation. You also lose points (and lots of them) if you decide to use the "Solve Current Puzzle" button. You never know who or what might attack you, so be careful, or else!

On the bright side of things, you gain points and life essence when you put a prayer stick in the correct location in the kiva. There are also specific places that you can find and regain life essence. You can find your score on the Options menu.

## DYING

Save often when your life essence is low so that if you do get killed, you can return to the game at the point where you last saved. When you're out of life essence, you're dead. End of story.

## WINNING THE GAME

The game has three different endings, and many winding ways to reach those endings. Even though you may think you have won, there may be an even better way to win. You may want to compare your ending with someone else's by visiting our web site at [www.sierra.com/games/shivers2](http://www.sierra.com/games/shivers2).

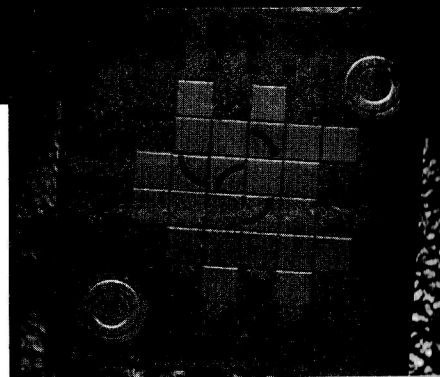
## ONCE YOU'VE WON

Congratulations! When you've gotten to the end of the game and you've won, you can "Quit," "Start a New Game," or "Explore." The "Explore" option lets you look around without getting attacked. This is your chance to take a closer look at some of those cool details that you may have avoided earlier. For some (we promise not to call you wimps), this is their favorite part of the game. Providing you can get this far, of course.....



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## DOOR PUZZLE TO ENTER BAKERY

The object is to create the symbol found on the corners of the puzzle. To move the tiles, click on one of the gears.

## DOOR PUZZLE TO ENTER IVAN'S BARBERSHOP

The object is to create the symbol found on the corners of the puzzle. To move the tiles, click on one of the gears.

## DOOR PUZZLE TO ENTER SAFARI SAVINGS & LOAN

The object is to get the correct series of sums to show up in the center of the puzzle.

## DOOR PUZZLE TO ENTER MAX'S CAVE

The object of the puzzle is to arrange the sticks in the proper order. Click on a stick to select it, click on it again to flip it over and click on another to exchange them. To deselect click on the background.

## KACHINA PUZZLE INSIDE THE COOLER IN PHIL'S MARKET

The object is to get the egg into the blank hole on the right.

## KACHINA PUZZLE IN THE SHERIFF'S DEPARTMENT

The object is to remember the placement of each of the playing cards.

## JAIL DOOR PUZZLE

The object is to position the symbols on the lock so that they are in a particular order.

## KACHINA PUZZLE IN THE CYCLONE COMMUNITY CHURCH OFFICE

The object is to place the mixed-up balls in numerical order.

## KACHINA PUZZLE IN CYCLONE BAKERY OVEN

The object is to create five piles of two donuts in five moves. You must jump over two donuts with every move.

## SPIDER PUZZLE IN THE SINK OF IVAN'S BARBERSHOP

The object is to get the spider to reach her egg sac. Click ahead of the spider to move it.

## KACHINA PICTURE PUZZLE IN SAFARI SAVINGS

The object of the puzzle is to move the pieces from the left side of the picture frame to the right so that they are positioned with the correct or intense side of the picture showing.

## CRATE PUZZLE IN THE WAREHOUSE

The object of the puzzle is to move the colored marbles onto their matching spaces. You must do it in 38 moves or less. Stars are free and do not count as a move.

## MAUSOLEUM PUZZLE

The object is to arrange the pieces so that they will form a specific pattern. Click on a piece to select it, click on it again to rotate it and click on another piece to switch places. To deselect click on the background.

## PUZZLE IN BURT'S TRAILER

The object is to roll the cubes so that the kachina on the bottom of each cube is now on the top. Click on a cube to roll it to the empty space.

## BAT PUZZLE IN PEARL'S BASEMENT

The object is for the bat to eat every bug before he can eat the big juicy one and fly away. To get the bat to move, click on a bug that is connected by a line to the space that the bat is on.

## MINE PUZZLE

The object is to depress the tiles in the proper order so that the gears will work.

## CANYON PETROGLYPH PUZZLES

The object is to fill the symbols with the available pieces.

## ENDING KIVA PUZZLE

The object is to pivot the diagonal mirror-like surfaces so that the magical beam enters the end receptacle.



You've  
got to

wonder what would keep someone in a bizarre place like Cyclone. The following residents are just a few who may have ulterior motives....

#### CHARLES SPENCER:

Not even Charles's father, Ivan, is sure how the owner of a small motel in a remote part of the state developed such a high opinion of himself. But something is eating at Charles from the inside out. Could it be guilt over something he's done?

#### PHIL DUNLOP:

The fact that he's never left Cyclone may explain some of Phil's quirks. He certainly makes no bones about not liking strangers. Watch your back, or you might end up like the mummy on display at his gas station.



#### TAD MATTHEWS:

Even though he purchased the animal skins and heads on display in his savings and loan from a mail order catalog, Tad still envisions himself as the great white hunter. And you never know what visions of grandeur he'll try to fulfill next.



#### GEORGE BELLAIRS:

George likes to stick his nose into other people's business, not to mention their wallets. Hell and damnation are his favorite topics and he certainly seems to know his subject matter well. Perhaps he has firsthand experience....

#### BURT THOMPSON:

Burt is a sleazeball. That's obvious. But what's less obvious is just how well he knows the canyons. In fact, he may know them too well for his own good.



#### ANDREW WASHINGTON:

Although Cyclone is completely out of control, Sheriff Andy seems to think that wearing a ten-gallon hat will solve everything. Maybe he's watched a few too many Westerns. Or maybe there's another reason that he's overlooking the chaos.



#### PEARL LARSON:

This ex-hippie escaped the city for small-town life and has come to be accepted in Cyclone, house of birds and all. But what was it exactly that she was escaping, and did it follow her here?

#### MAX WHARTON:

Nobody likes Max. Why should they? He's not just a loner, he's out and out mean. And if he's that mean in public, what's he like when you get him alone?



#### NORAH WHARTON:

If you could call anyone in Cyclone a social butterfly, it's Norah. Outgoing, friendly, and beautiful to boot. The kind of person you would never suspect of a thing....

And these are just a few of the townspeople. Who knows what dark secrets the others may hide? If you want to find out more about these and other characters, check out our Web site at [www.sierra.com/games/shivers2](http://www.sierra.com/games/shivers2).



**MIKE WEBER:**

OK, so he's blessed with good looks. We can forgive him that. But talented, smart, lead singer of an up-and-coming band, and Mr. Personality, too? Give us a break. How's a guy to compete with him?

**LYLE WEBER:**

Lyle's older brother, Mike, is a tough act to follow. But Lyle prefers backstage to up front and center; that's why he likes to play the drums. Give him some numbers to crunch, and he's in heaven, but let him work on his web page all day — that's nirvana.

**OLIVIA FARMER:**

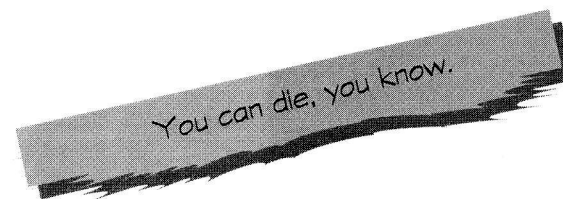
Righteous babe. And a talented artist, too. She's made some damn sweet CD covers, posters, and T-shirts that create a signature look for the band. Pity she'll probably be off chasing the next dude by the time they get famous.

**WENDY TERRERAS:**

As Dave's long-term girlfriend, Wendy is like a sister to the band, and they're lucky to have landed such a smart one. If it weren't for Wendy, the band wouldn't have any lyrics, and we all know how important lyrics are, particularly when they hold clues.

**DAVE LAUGHTON:**

Happy-go-lucky is Dave's middle name. The day that the band becomes work with a capital W, he is out of there, because first and foremost, Dave likes to hang. In his mind, Cyclone sucks. Too much pressure, too little fun. Not his idea of a summer vacation.







WAS I EVEN THERE?

FAUCET'S RUNNING  
LIGHTS ALL ON  
YOU DON'T NOTICE  
THAT I'M GONE  
GONE THE FOOTSTEPS  
AND GONE THE SIGHS  
GONE THE SMILES  
GONE THE LIES.  
DON'T YOU CARE  
THAT YOU'RE ALONE  
WHEN YOU AWAKEN  
SAFE AT HOME?  
DON'T YOU SEE  
IF NO ONE CARES  
THEY WON'T KNOW  
WHEN YOU'RE NOT THERE.

WAS I EVEN THERE?  
DID I TAKE UP SPACE?  
WILL YOU REMEMBER WHO I  
WAS  
WHEN ANOTHER TAKES MY  
PLACE?

FAMILY PHOTOS  
GATHER DUST  
FAVORITE TRINKETS  
START TO RUST.  
FACES FADE  
INTO THE PAST  
THESE MEMORIES WERE  
SUPPOSED TO LAST.  
PICTURES OF  
A HAPPIER TIME  
BEFORE THE HATE  
BEFORE THE CRIME.  
PICTURES PROVE  
THAT I WAS THERE  
SO TELL ME WHY  
NOBODY CARES?

WARM PLACE TO HIDE

SILENT BIRD

GILDED CAGE

SCARED TO VOICE

FEAR AND RAGE

FEATHERS CLIPPED

HANDS ARE TIED

NEED A WARM PLACE TO HIDE

NEED A WARM PLACE TO HIDE

SEARING WORDS, THE PEN OF  
FLAME

TORCH THE TRUTH, TORCH THE  
SHAME

WHO'S TO HELP OR WHO'S TO  
BLAME

TURN IT ON, BURN THE PAIN

SPELL IT OUT

Had a dream  
**one**  
night

and I didn't look.  
**twice**

Mother Goose stole the canes  
from the  
**three**  
blind mice

Well, the  
**four**

corners lie  
in a  
**five**

alarm fire...and  
**six**

feet under is my hearts desire

The  
**seven**  
deadly sins  
**ate**  
a hole in them all...

and a cat may have  
**nine**  
lives

but I watched  
**ten**

little Indians fall  
**ten**  
little Indians fall  
**ten**  
little Indians fall

You'll get  
**over**  
me, baby

when you're  
**under**  
the gun  
whatever leftover  
you'll know

I'm right for once

Instead of giving  
**up**

don't let it get you  
**down**

you and two is  
**forward**

I'll be back on the  
ground  
I'm  
**here**

when you  
need  
me and  
**there**

when  
you want it.  
and I may be wearing  
**out**

but I watched  
Ten little Indians fall  
Ten little Indians fall  
Ten little Indians fall

Set 'em  
**up**

just to knock them  
**down**

You may think you're too cool  
for words  
but let me spell it  
**out**

let me spell it  
**out**  
let me spell it



CANDYCANE DRAGON

Momma said "Don't run with  
s c i s s o r s "

Momma said "Don't play with  
r a z o r s "

"Talk to the Candycane Dragon

If you're looking for the  
a n s w e r s . "



Did you ever think you'd find a use for  
used chewing gum?

GET A GRIP  
If you look out your window  
You can see a real good deal  
But it even gets better < BABE >  
When you're under the window sill  
Just some real strong fingertips

You'll get a pleasant surprise — —  
If you can only get a grip

My Momma Told Me, Momma Momma  
My Momma Told Me, To get a grip  
My Momma said to pick the very best one and you are it.

ALONE INSIDE

*There is a place she guards she feels she's all alone  
inside one day she lost her soul, now this place she  
calls her home*

*It's quiet, it's haunting, there's a howling from the  
wind*

*Although no one likes it here, they're dying trying to  
get in*

*Offer her a flower and place it just right  
One by one there are ten to touch  
so touch them left to right*

*"Watch out," she says.*

*"Watch out," she says.*

*"I'm watching out for you."*

*"I know," I say. "I know."*

KNOW YOUR ENEMY

EVERY MOMENT THAT YOU MIGHT STEAL LONELY  
PLACES CAN REVEAL  
THE ONLY WAY AT THIS LITTLE GAME NOW IS TO KNOW  
YOUR ENEMY, AND TRUST WHO YOU CAN.  
THERE'S EVIL THERE'S MADNESS BEHIND THOSE BABY  
BLUES  
HE'S PULLING STRINGS' HE KNOW JUST WHAT TO DO  
THERE'S NO TIME TO WORRY AND NO PLACE TO HIDE  
IF YOU DON'T WATCH OUT YOU'LL  
END UP TAKING YOUR LAST CADDY RIDE

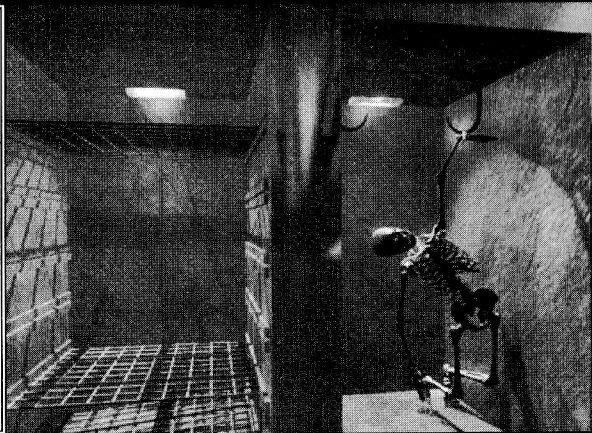
IANYI

FROM THE DARK OF A FUR-  
NISHED ROOM  
YOU SURFACE LIKE A MISS-  
ING PERSON  
COVER YOUR EYES  
BLOCK OUT THE SUN  
LIVE IN THE SHADOW  
FOR SO LONG.

BREATH OF LIFE...IANYI  
READ LIKE A MYTH  
WON'T SAVE YOUR LIFE  
YOU RUN AND HIDE

FROM THE HEAT OF THE  
DESERT SUN  
SHE RISES LIKE A MIRAGE  
CANNOT TRUST YOUR EYES  
LOOK AWAY  
A BOOK ON A SHELF  
UNTIL SHE'S GONE

THE BREATH OF LIFE...IANYI  
READ LIKE A MYTH...  
BURN THE PAIN!



MOVE WITHOUT A THOUGHT

People enter  
Don't come out  
Never a scream  
Never a shout  
Just disappear  
Into the night  
No wonder then  
We're full of fright  
But something keeps  
Me coming back  
In spite of fear  
Of sudden attack  
I feel the draw  
Of the Canyon Dark  
Where shadow dance  
And lightning sparks  
My feet move without thought  
To the cliffs so sharp and steep.  
My will has no defense  
Against these urgings dark and deep  
Against these urgings dark and deep  
And I need to know  
What secrets this hell mouth keeps.  
If I descend, will I ever see,  
Will I see the light of day?  
Will I see the light of day again?



**SHIVERS - HARVEST OF SOULS TEAM.**

THE COMPUTERS ARE ONE OF THE FEW  
THINGS THAT STILL WORK IN THIS TOWN.

**THE SHIVERS TEAM**

PRODUCER  
DESIGNER  
ART DIRECTOR  
LEAD GAME DEVELOPER  
COMPOSER/  
LEAD SOUND DESIGNER  
3-D ARTISTS

ILLUSTRATORS  
ANIMATORS

PRODUCTION ARTISTS

SOUND DESIGNERS  
GAME DEVELOPERS

QA LEAD  
QA TESTERS

SCRIPT WRITERS

ART TECHS

ADDN'L 3-D WORK  
ADDN'L ANIMATIONS

ADDN'L SFX  
ADDN'L PROGRAMMING  
PROOFREADER

WENDY ALBEE  
MARCIA BALES  
RON SPEARS  
WILLIE EIDE  
  
GUY WHITMORE  
DAVE BEETLESTONE,  
MATTHEW BRAUCH,  
PHIL DOYLE,  
RON SPEARS,  
TOM SPRINGER  
MARK BRILL, MARK SIGEL, RON SPEARS  
DAVE BEETLESTONE,  
MATTHEW BRAUCH,  
PHIL DOYLE,  
RON SPEARS,  
TOM SPRINGER  
DEANE MARSTON,  
SHAWN KERR  
DAVID HENRY, BOYD POST  
JIM GELDMACHER,  
SCOTT HONN  
BERNADETTE PRYOR  
CADE MYERS, LANCE MARTIN  
MARILYN WAGNER  
MARCIA BALES,  
JIM HICKS  
STEVE KINCAID,  
ANTHONY SCOTT  
MARK SIGEL  
MARK BRILL,  
PERRY CUCINOTTA,  
SHAWN KERR,  
DEANE MARSTON, MARK SIGEL  
JAMES ACKLEY  
BRICK BALDWIN, JOE MOBLEY  
PHIL DOYLE







DIRECTOR  
DIRECTOR OF PHOTOGRAPHY  
MOVIE EDITORS/DIGITIZERS

DIGITAL EFX  
COMPRESSIONIST  
GAFFER  
KEY GRIP  
SOUND RECORDIST  
MAKEUP ARTIST  
SOUND STAGE

## MOVIE SEQUENCES

JIM HICKS  
TONY OBER  
JIM HICKS, CHUCK SAUL,  
JIM TIBBITS  
JIM TIBBITS  
KENNY SMITH  
BRUCE DONELAN  
DON STIER  
ROBERT MARTS  
CHRISTY GAMER  
SEATTLE GRIP & LIGHTING

## ROCK VIDEO SEQUENCES

DIRECTOR/CONCEPTS  
DIRECTOR OF PHOTOGRAPHY/  
2ND UNIT DIRECTOR  
1ST ASSISTANT DIRECTOR  
PRODUCTION COORDINATOR/CAMERA  
CAMERA/GRIP  
AUDIO ENGINEER  
LYRICS

VOCALS

BASS GUITARISTS

OTHER INSTRUMENTS  
RECORDING STUDIO

JIM HICKS  
MIKE "SPIKE" ZITTRITSCH  
JOSH TURGEON  
KELLY MCGINNIS  
TOM JONES, MICHAEL KANESKI  
PETER BARNES  
MARCIA BALES, MARK BRILL,  
PHIL DOYLE, WILLIE EIDE,  
JIM HICKS, GUY WHITMORE  
SEPTEMBER LUKETZ,  
ETHAN SILRUM,  
GUY WHITMORE (CAMEO)  
JONATHAN CUNNINGHAM,  
ETHAN SILRUM  
GUY WHITMORE  
CLATTER & DIN

## ACTORS

RODNEY SHERWOOD

KEVIN FABIAN

LINDA MATTHEWS  
ROBERT GALLAHER  
KARIN RYAN- LANG

MAUREEN MIKO  
BRENDAN VANOUS  
WILL BENTLEY

MAX WHARTON,  
MACK FARLEY  
SPIRIT, SHERIFF WASHINGTON,  
TAD MATTHEWS  
NORAH WHARTON  
CHARLES SPENCER  
TV COMMENTATOR,  
WENDY TERRERAS,  
THERESA BELLAIRS  
PEARL LARSON  
PHIL DUNLOP, IVAN SPENCER  
GEORGE BELLAIRS

## ACTORS (CONTINUED)

MARK BRILL  
PAUL QUINN  
TOM SPRINGER  
GUY WHITMORE  
MARK YOCOM  
AYNE ST. MARTIN  
JOSH BENTLEY  
CINDY VANOUS  
HOWARD CARSON

BURT THOMPSON,  
WEATHER RADIO ANNOUNCER  
DAVE LAUGHTON  
STEWART WARENSKY  
MIKE WEBER (SPEAKING VOICE)  
DESERT SATELLITE SALESMAN  
TELEPHONE OPERATOR  
RADIO NEWS REPORTER  
FEMALE CALLER  
MALE CALLER

## THE BAND - TRIP CYCLONE

AYNE ST. MARTIN  
ETHAN SILRUM  
SCOTT CATLIN  
JASON LINDSEY  
KELLY MCGINNIS

WENDY TERRERAS  
MIKE WEBER  
LYLE WEBER  
DAVE LAUGHTON  
OLIVIA FARMER

## IMAGES

OLIVER ALBEE, WENDY ALBEE, JULIE BARNES, JOSH BENTLEY, WILL BENTLEY, DAVE BEETLESTONE, TRAVIS BRADY, KENNETH BROWN, EDITH BROWN, HOWARD CARSON, MCKENZIE DOYLE, KATHERINE GARDNER, ELON GASPER, LINCOLN HOYT, JENNIFER JACOBS, AL LOWE, JULIE LYMAN, MIKE NAVARRE, VELVET NAVARRE, ETHAN SILRUM, AYNE ST. MARTIN, KIM SMITH, ERIC TWELKER, STEVE VAN HORN

## SPECIAL THANKS

SCOTT LYNCH, TERESE GANT, GARY BROWN, TAMMY DARGAN, STEVE MILES, MARK SEIBERT, STEVE VAN HORN, SHERRY WRANA, RON STEVENS, KATHERINE GARDNER, CINDY VANOUS, STEVE BIELER, KENNY SMITH, JEFF LANE, MANNY SCHILLING, DIANNA AMORDE, EDDIE RANCHIGODA, SYDNEY HIGHTET, ERIC TWELKER, ELON GASPER, CHRIS SMITH, CPC, MIS, SIGS, SEATTLE ART INSTITUTE, ROD FONG, JAY LEE, DAVE ARTIS, DAN FOY, GREG TOMKO- PAVIA, TONY HERNANDEZ, GILES VARNER, LISA VARNER, JULIE LYMAN, MYRNA WEH, RIKKI CLELAND-HURA, TWYLA MILLER, LYNN LUUKINEN, NIX AUTO WRECKING, AND ALL THE OTHER PEOPLE WHO GENEROUSLY GAVE THEIR TIME AND TALENT.

## USER GUIDE

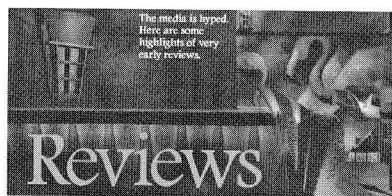
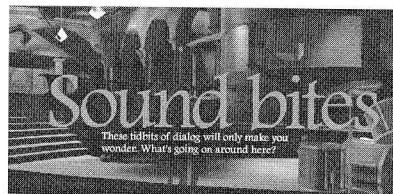
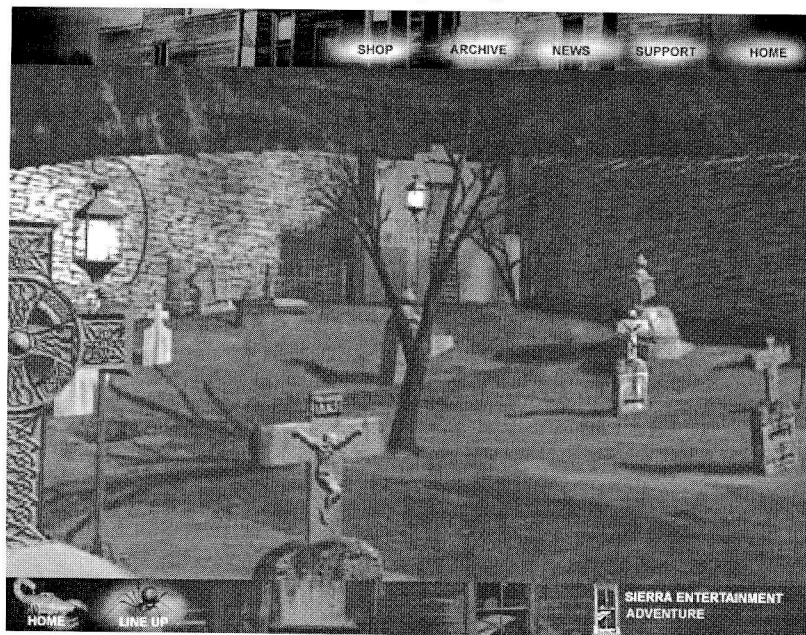
WRITER  
LAYOUT DESIGN

VANESSA RAYMOND  
BECK DESIGN

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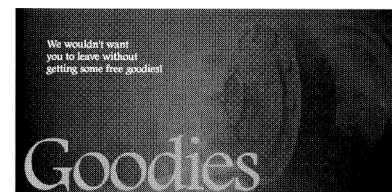
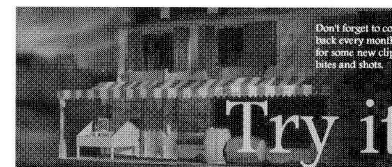
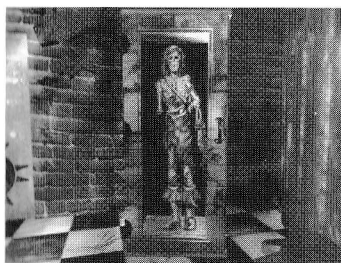
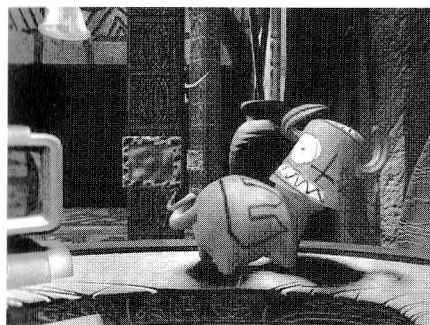
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OREM, UTAH 84058  
(1-801-229-3000).

Please check out our web site. We're continuously updating screen shots, outtakes and downloadable "goodies". We are also planning to run a contest from time to time.



[www.sierra.com/games/shivers2](http://www.sierra.com/games/shivers2)

Choose your enemy correctly.





## AUTOMATED TECHNICAL SUPPORT LINE (206) 644-4343

### TECHNICAL SUPPORT - UNITED STATES

Sierra On-Line  
P.O. Box 85006  
Bellevue, WA 98015-8506

Phone: (206) 644-4343  
Fax: (206) 644-7697  
8:15 a.m. - 4:45 p.m. PST  
Monday-Friday

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RG2 0BS United Kingdom

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Fax: (0118) 987-5603  
Phone: (0118) 920-9111

### SUPPORT TECHNIQUE - FRANCE

Parc Tertiaire de Meudon  
Immeuble "Le Newton"  
25 rue Jeanne Braconnier  
92366 Meudon La Forêt Cedex  
France

Phone: 01-46-01-46-50  
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Fax: 01-46-30-00-65

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### SERVICIO TECNICO - SPAIN

Coktel Educative Multimedia  
Avenida de Burgos 9  
100-OF2  
28036 Madrid  
Spain

Tel: (01) 383-2623  
(lunes a viernes de 9h30 a 14h y de 15h a 18h30)  
Fax: (01) 381-2437

### Technical Support - Italy

Contact your local distributor or vendor

### MODEM SUPPORT

CompuServe: USA:GO SIERRA  
CompuServe: United Kingdom: GO  
UKSIERRA  
CompuServe France:GO FRSIERRA  
CompuServe Germany:GO DESIERRA

America Online: Keyword Sierra  
Internet USA: <http://www.sierra.com>  
Internet UK:<http://www.sierra-online.co.uk>  
Internet France:<http://www.sierra.fr>  
Internet Germany:<http://www.sierra.de>

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### U.S. DIRECT SALES

Sierra Direct  
7100 W. Center Rd STE 301  
Omaha NE 68106

PHONE: (800) 757-7707  
FAX: 402-393-3224

Hours: 7AM to 11PM CST, Mon-Sat; 8AM to 9PM CST, Sundays

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France

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Fax: 01-46-30-00-65

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### ON-LINE SALES

CompuServe: GO SI (Cserve Mail)  
CompuServe United Kingdom:  
GO UKSIERRA  
CompuServe France†:  
GO FRSIERRA  
CompuServe Germany†:  
GO DESIERRA

America Online†:Keyword: SIERRA  
<http://www.sierra.com>  
Internet USA†:  
<http://www.sierra.com>  
Internet UK:  
<http://www.sierra-online.co.uk>  
Internet France:  
<http://www.sierra.fr>  
Internet Germany:  
<http://www.sierra.de>

### US Disk/DOCO REPLACEMENT & RETURNS:

Disk/Doco replacement:  
Sierra On-Line Fulfillment  
PO Box 485  
Coarsegold CA 93614  
  
Product Returns:  
Sierra On-line Returns  
PO Box 485  
Coarsegold CA 93614

NOTE: To replace your disk(s) please send only Disk #1 (or the CD) and copy of your dated receipt, if less then 90 days. After 90 days please include a \$10 handling fee along with Disk / CD #1. For Documetation, please include a \$ 5.00 handling fee and a photocopy ONLY of disk #1. Payment should be made at the time of your request. Sorry, no credit cards.





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Sierra Direct  
7100 W. Center Rd.  
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Main; (206) 746-5771  
Fax:: (402) 392-9117

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Gillette Way  
Reading, Berkshire  
RG2 0BS United Kingdom

Customer Support: (0118) 920-9111  
Monday-Friday  
9:00 a.m. - 5:00 p.m.  
Fax: (0118) 987-5603  
Modem: To Be Announced

(Disk/CD replacements in the U.K. are £6.00,  
or £7.00 outside the UK. Add "ATTN:  
Returns".)

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25 rue Jeanne Braconnier  
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Fax: (+49)0-61-3-994035  
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## HINTS

### U.S. HINT-LINE

Sierra Hints  
P.O. Box 53210  
Bellevue, WA 98015-3210  
Fax: (206)-562-4223  
For Automated Phone Service:1-900-370-5583

\$.75 per minute (must be 18 years or older, or  
have parental permission).  
You may also contact Direct Sales for a hint  
book.

### CANADIAN HINT-LINE

For automated phone service: 1-900-451-3356  
\$1.25 per minute (Canadian). Callers under 18  
years old must have parents permission  
You may also contact Direct Sales at  
800-757-7707 for hint books

### ON-LINE HINTS AND SUPPORT

Access Sierra's Hints through Compuserve by  
typing GO SIERRA then go to Hint Connection  
Access the Sierra Forum on America Online  
with the keyword: SIERRA

### HINT-LINE, FRANCE

08-36-68-46-50 (hint line)  
2,23F TTC la minute; tarif en vigueur au 1 juil-  
let 1996. (France mÉtropolitaine seulement)  
Hint-line, Germany  
0190 - 515 616 (hint line)  
Kosten: 1,20 DM pro Minute (Nur in  
Deutschland verf,gbar)

### HINT-LINE, UNITED KINGDOM

Old Games Hint Line:  
(0118) 920-9109  
New Games hint line:  
(0891) 660-660 (within the UK only)

### NEW SIERRA HINT LINE:

For adventure games released after October  
8th, 1996. Charged 45p/minute cheap rate,  
50p/minute at other times. Maximum call  
length 7.5 minutes. Maximum charge cheap  
rate £3.38, £3.75 other times. Must have per-  
mission of the person who pays the phone  
bill before calling (line available in the UK  
only, 24 hours. Requires a touch tone phone).

### OLD SIERRA HINT LINE:

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

### HINT-LINE, SPAIN

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Tel: (01) 383-2623

### HINT-LINE, ITALY

Contact your local vendor International  
Support Services  
International Sales  
Sierra Direct  
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Sierra Direct  
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Omaha NE 68106

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Fax: 402-393-3224





## HINTS

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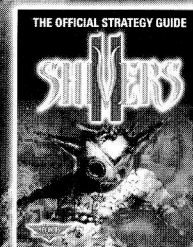
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25 rue Jeanne Braconnier  
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