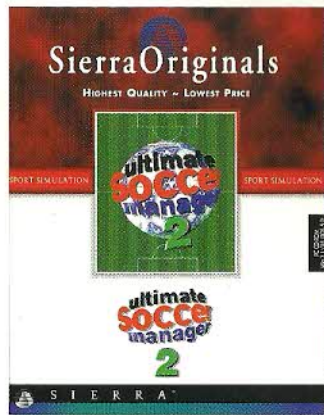
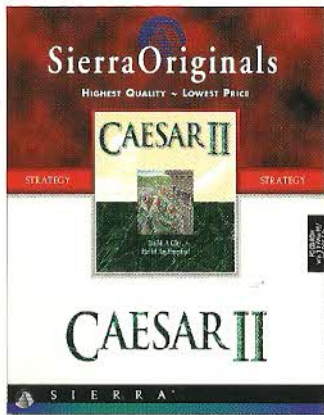




IN THE SAME RANGE:



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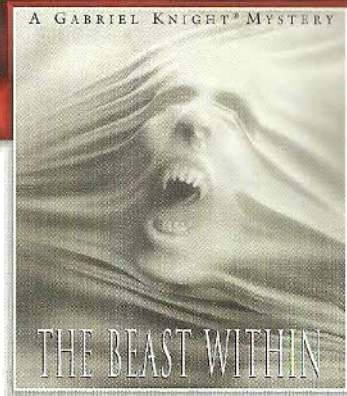
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PC CD-ROM
Windows 3.11/95
MS-DOS 5.0

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You hold in your hands a part of computer gaming history. All these titles have the original storyline and technological innovations that have helped define and create the PC-Gaming industry as it appears today. Consider these titles as pictures in a scrapbook - a snapshot of history that has helped to evolve the computer gaming industry. All of the SierraOriginals titles have been kept in their original form. No attempt to modernise or improve the game was made with these titles, in order to maintain the sense of nostalgia.

Some of the CDs may contain a **PATCH** directory. To determine if your program has a PATCH program, go to your CD-ROM prompt in **DOS** (i.e., your D:\> assuming your CD-ROM drive is labelled D) and type:

DIR (ENTER)

If the directory listing has a **[PATCH]** option, then you will need to add these patch files into the game directory after installing the game to your computer. For example, if you installed King's Quest V, and you noticed a directory called **[PATCH]**, you would use the following command to copy the patches into the KQ5 directory:

COPY D: \PATCH*. * C: \SIERRA\KQ5 ((ENTER))

NOTE: the above example assumes that your CD-ROM is labelled as your D drive, and you installed the game to your C hard drive into the directory \SIERRA\KQ5. Please substitute the correct path information in the example above.

Windows®95* users may also have to play the game under DOS, since many of the titles are true DOS games and were created before Windows®95 was released. When using Windows®95, you can re-start your computer in a true DOS mode by clicking on the START button, selecting the SHUT DOWN option, and selecting the "Restart the computer in MS-DOS mode!"

Please note that when re-starting your machine in MS-DOS mode, you will need to ensure that your DOS based drivers are loaded for your CD-ROM drive, Soundcard and Mouse, otherwise these devices may not function correctly. For instance if your CD-ROM drivers are not loaded in DOS, then you will get an «invalid drive letter» error message when trying to access the CD, although access of the CD through Windows®95 itself is fine. Many systems that come pre-installed with Windows®95 may not have these DOS drivers loaded into memory by default. If you are unsure of how to load these drivers, then check the documentation that came with the peripheral that you are having trouble with. Alternatively, contact your manufacturer with details of the problems and they should be able to get your system functioning quickly and easily.

Finally, many of these products were released before many of the high quality sound cards such as the AWE 32, Gravis Ultrasound and Ensoniq SoundScape had been released. When selecting an audio/music option for the game, your best bet is to select the AD-LIB option.

Respectfully,

Quality Assurance Department.

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GAME INSTALLATION

**WINDOWS® 95* INSTALLATION**

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

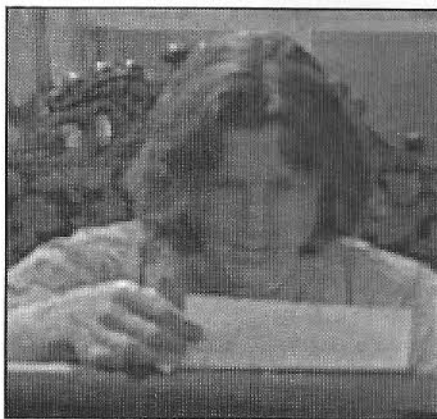
WINDOWS® 3.1* INSTALLATION

1. Start Windows*.
2. Insert the *Gabriel Knight* disk into your CD-ROM drive.
3. From the [**File**] menu, select [**Run**].
4. Type "D:\SETUPEXE" and press [ENTER] or click OK.
(If your CD-ROM drive is not "D", substitute its letter instead.)
5. Follow the on-screen installation instructions.

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**DOS INSTALLATION**

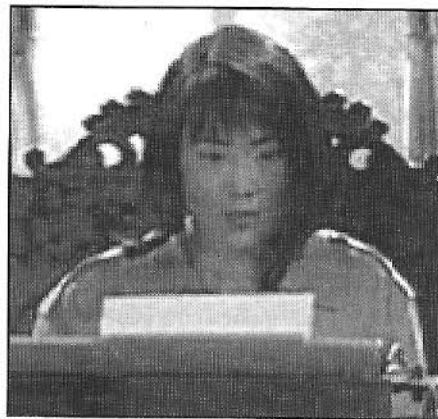
1. Insert the **Gabriel Knight** disk into your CD-ROM drive.
2. At the DOS prompt, type "D:" and press [ENTER].
Then type "CD\" and press [ENTER].
Then type "INSTALL" and press [ENTER].
(If your CD-ROM drive is not "D", substitute its letter instead.)
3. Follow the on-screen installation instructions.



Welcome to the dark and lonely world of the Shadowhunter. When last we travelled the twilight with Gabriel Knight*, he was in New Orleans doing research for a book on the occult. That research might have shown Gabriel a bit more than he wanted to see — about voodoo, and about his own destiny.

He has spent the last year at his family's castle in Germany, writing a fictionalised account of his experiences with the supernatural. But Gabriel is about to discover that his future as a Schattenjäger will not wait. If Gabriel will not seek out his destiny, it will find him. No matter where he is. It is as near as a knock at the door.

* *Gabriel Knight: Sins of the Fathers* is available on CD from Sierra On-Line.



Grace Nakimura has spent the last year running Gabriel's New Orleans bookstore. This hasn't been very exciting work for Grace, an experienced researcher whose work a year ago was instrumental in helping Gabriel solve the voodoo murders. To be left behind while Gabriel writes trashy novels with no intellectual value... it's an insult.

But though she doesn't realise it yet, Grace's destiny is inextricably bound up with the destiny of Gabriel Knight. Soon she will be swept up in Gabriel's latest investigation a world away from her own. Grace Nakimura will have to stand her ground against a supernatural force so powerful that it can bring even a Schattenjäger to the brink of eternal damnation.

GAME STRATEGY



During certain chapters you will control the character of Gabriel Knight. During other chapters, you will control Grace Nakimura. Gabriel and Grace must work independently to solve the wolf murders. Each chapter ends when you have accomplished certain specific tasks, so your strategy is critical to advancing in the game.

Visit every location you have access to, and look at everything. Your cursor will highlight when it passes over something with which your character can interact; when this occurs, click on the object. If you are able to take the object, then do so. You never know when you might need it. Remember, too, that you can combine items in your inventory to create entirely new objects. Simply click one inventory item on another within the inventory interface.

Speak with everyone, and cover every topic available to you. Sometimes you must discuss a topic more than once to obtain all the information you need, so be certain you have exhausted the subject before you end your interrogation. As play goes on, characters can gain new discussion topics. Go back and talk to them every so often.

You should take the precaution of saving your game often. Lives have a way of being lost when wolves are on the loose, and those that Gabriel and Grace hunt seem even stronger and more cunning than ordinary wolves. Could it be... ah, but it is your task to find out what makes these particular wolves so... unusual.

If you get to a point where you aren't sure what to do next, retrace your steps. Have you forgotten something? Have you spoken to everyone? Someone may have a new topic to discuss. Is there a place on the screen where your cursor highlights which you have not yet examined closely? Persevere, and try not to get frustrated. Gabriel and Grace need your help. Of course, if you are absolutely stuck, there are several places you can turn to for a hint. Hint information is available on page 18.

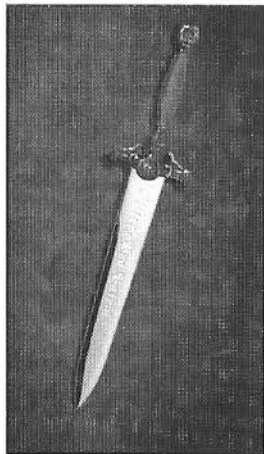
So get ready to meet *The Beast Within*. Take a deep breath. Turn off your lamp. Light a candle. Are you alone?

Are you sure?

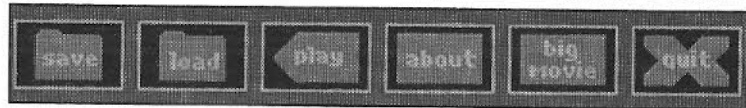
THE INTERFACE

CURSOR

As you move the cursor around on the screen, the arrow sometimes changes to a dagger when you pass it over certain objects, areas, or characters. The appearance of the dagger tells you that you are able to interact with the object which has caused the cursor to change. Click on the object with the left mouse button, and watch as your character performs an action with it.

**THE CONTROL PANEL**

At the bottom left of the screen is the "face icon". Click here to bring up the Control Panel. From the Control Panel you can adjust volume, save and restore games, and exit the game. You can also change the movie size from the Control Panel.



Click here to save your game.

Click here to restore a saved game.

Click here to exit the Control Panel.

Click here to learn more about the game and the people who made it.

Click here to toggle between full or half screen movie playback.

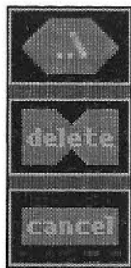
Click here to exit the game.

SAVING AND RESTORING YOUR GAME

You will probably want to save your game after you've solved a difficult puzzle or when you're ready to stop playing the game for a while. You can have up to 20 saves in a directory and you can change the directory you're saving in whenever you want. Save your game often.

To save a game, type a short description of it in the place provided. If you want to replace a game, click on the correct description (which highlights it) and click on the Save button. Restoring a game uses the same procedure. If you want to delete a game (from either Load or Save screen), do the same thing, only click on the Delete button. Both screens will start with your most recent save highlighted. If you want to change directories, click on the "..\" button and type in the directory you want.

These five buttons appear on both the Save Game and Load Game screens.



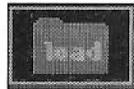
Click here to change the directory you are saving to or loading from.

Click here to delete whatever save game is currently highlighted.

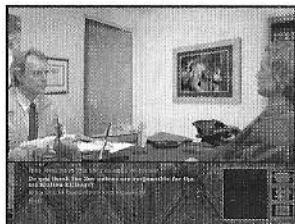
Click here to return to the game.



On the Save Game screen... click here to Save your game.



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



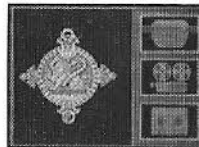
INTERROGATION

Interrogation mode allows Gabriel and Grace to ask other characters about specific topics. Click the cursor on the person you wish to question, and a list of topics will appear. Click on your topic of interest, and the character you are interrogating will discuss it. When he or she is finished, look again at the list of topics.

Additional topics may be added to the list. You may exit interrogation mode at any time by clicking on exit. When you are finished with your interrogation, you will automatically exit.

THE GAMEPLAY INTERFACE

The Gameplay Interface appears at the bottom right of the screen. Click on one of the boxes along the right side of the gameplay interface to gain access to three important gameplay features.



INVENTORY

Click here to select an inventory item. When your inventory appears, click on the item you wish to use. You can also combine inventory objects by clicking one item on another while in this interface.

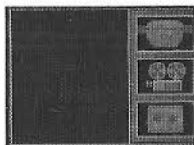
The inventory item you select will appear in this window. Once out of inventory, click on this window to change the cursor from the inventory item to the regular arrow and back. To see if an inventory object interacts with a person or object in the game, click the inventory cursor on that person/object where its colours reverse. (its colours reverse anywhere the arrow cursor would turn into a dagger)



If you want to grab a new inventory object, click the old one here to get the arrow cursor back.

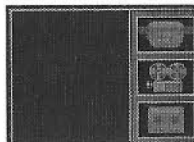
The magnifying glass allows you to examine the selected inventory object more closely. Click on the object to learn even more.

Clicking here will take you back to the game.



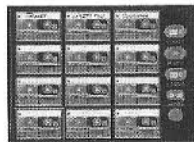
THE MOVIE PROJECTOR

Click here to re-experience any of the significant movies you have seen thus far.

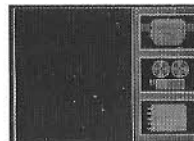


RECORDING YOUR FINDINGS

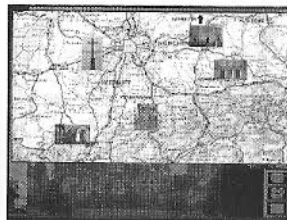
Gabriel records all his conversations while Grace takes notes. If you wish to review what they know, click on the "Tape" or "Notebook" icon (lower right corner)



Gabriel has a separate tape for every person he speaks to. To listen to a tape, click on the tape, then click on the "Load A" button. Now click on the "Play" button. Click on the topic you want to review. If Gabriel also loads a blank tape into B, he can use the "Splice A B" button (instead of "Play") to copy words from tape A to tape B. Gabriel will want to use it somewhere in Chapter I. Click on the "Exit" button to return to the game.



Grace has separate notes on every subject she's researching. Clicking on each subject reviews Grace's notes.

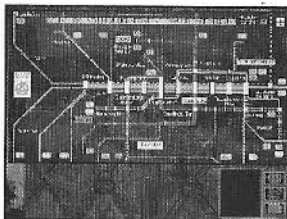


THE MAP INTERFACE

When your character gets into a car, one of these maps will appear. Your character will only be able to go to certain places, based on what actions he or she has performed so far in the game.

Gabriel's map shows a box wherever he can go in Munich while Grace's map has pictures for her destinations.

GABRIEL'S MAP



NOTES

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