

# PHANTASMAGORIA

A  
PUZZLE  
OF  
FLESH

CD I

HS110 772677 111111

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**GAME INSTALLATION****WINDOWS® 95 INSTALLATION**

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

**DOS INSTALLATION**

1. Insert the *Puzzle of Flesh* disk into your CD-ROM drive.
2. At the DOS prompt, type "D:" 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.

**MACINTOSH INSTALLATION****LOAD AND PLAY**

1. Put the *Puzzle of Flesh* CD-ROM into your drive.
2. To install System Files see "INSTALLING SYSTEM FILES."
3. Launch the application called "*A Puzzle of Flesh*."

**INSTALLING SYSTEM FILES**

1. Open the IMPORTANT System Files folder on the game CD.
2. Drag all the items inside the folder to your Systems Folder.
3. Restart your Macintosh.

**FASTER PLAY**

1. Drag the *Puzzle of Flesh* HD folder to your hard disk.
2. Open the copied folder.
3. Launch the application called "*A Puzzle of Flesh HD*".

**SETTING THE MATURITY LEVEL OF THE GAME**

During the installation process, you will see the following text window:

"This game is an incredibly intense experience intended for mature audiences. We strongly suggest that you do not play this game if you are under 17. The terrifying images found here may be too much for more sensitive players. If you wish to tone down what you will see, choose the "Less Intense" version. If you want to see the full and uncut version of "*A Puzzle of Flesh*," choose the "More Intense" version. Be warned—you do so at your own risk!"

If you choose the "More Intense" setting, you will be prompted to type in a password. Once that password is entered, you will need to re-enter it every time you restart the game. This is to protect more sensitive players from inadvertently playing the "More Intense" version of the game.

## GAME STRATEGY

Phantasmagoria: A Puzzle of Flesh is a story-based adventure game. As you move through the terrifying world of Phantasmagoria, solving its puzzles and overcoming its obstacles, you will cause a dark and disturbing story to unfold. The more you explore, the more people you talk to and the more information you can find, the richer and more frightening the story will become. Each chapter of the game ends when you have accomplished certain specific tasks, but there is much more to see and do than the basic "must-do" path will reveal. Try anything. Try everything.

Go to every location you have access to, and explore everything. Even if you think you have completed everything you can do at a specific location in a certain chapter, try going there again. Sometimes things change when you're not looking. Pass your cursor over anything that interests you on the screen. Your cursor will highlight when it passes over something with which your character, Curtis, can interact. When your cursor highlights, click on that hot spot. Something is bound to happen, whether it is an inventory object you can take, a person you can talk with, or something much worse...

Talk to everyone you possibly can. Even if you have finished a talk string with a certain character, come back and try them later in the chapter. They might have more to say.

Try using your inventory objects everywhere you can. If an inventory object can be used in a certain place, the object will highlight when it is passed over that place. Many inventory objects will trigger conversations with other characters. This is particularly true in the psychiatrist's office. Remember, you can sometimes combine your inventory objects by clicking one object on another.

Save your game whenever you want to have a place in the story to which you can return. It is not necessary to save your game in order to avoid starting a chapter over, since you have the option of being automatically resurrected if Curtis is killed. For more on the save game feature, see page 8.

If you come to a point in the game where you feel you are stuck, retrace your steps. Have you forgotten to try something? Have you talked with everyone you can? Clicked on every hot spot? Have you explored every possibility in the game environment and in the computer interface? Have fun, and don't stress out. Half the fun of an adventure game is the satisfaction you feel when you figure out a tough puzzle. Of course, if you are completely stumped, there are several hint options available to you. See hint information on page 21.

One last word of advice. Bear in mind, this game is not as frightening as you might think.

*It's much, much worse.*

## THE INTERFACE

### THE CURSOR

When you move your cursor around the game screen, it will highlight when you pass it over certain objects, areas, or characters. The highlight means that you will be able to interact with the person, place, or thing which caused the cursor to change. Click on the object with your left mouse button, and watch as something happens to Curtis. (Or cover your eyes, as the case may be!)

Sometimes the cursor will change into an arrow when passed over the screen. That means that there is an exit in the direction of that arrow. If you click the left mouse button when the arrow is onscreen, you will cause Curtis to move to the room or angle indicated by the arrow.

### THE CONTROL PANEL

On the upper right section of the screen is the "puzzle piece" icon. Click here to bring up the Control Panel. From the Control Panel you can adjust volume, save and load games, and quit the game. You can also read game documentation by clicking on "help," and you can read about Sierra by clicking on the "Sierra" icon.



Click here to change audio and video options for the game.



Click here to save your game.



Click here to restore a previously saved game.



Click here to exit the Control Panel and continue the game where you left off.



Click here to read game documentation.



Click here to view the list of people who created the game.





Click here to find out how to contact Sierra for Technical Support and other information.



Click here to quit the game.



Click here to exit the Control Panel without saving any changes to the game options.

## SAVING AND RESTORING YOUR GAME

You may want to save your game in a region of the game you particularly like, or when you're ready to stop playing the game for a while. If you quit the game without saving, your place in the game will be "book-marked," or saved for you, but that will not be a permanent saved game you can restore whenever you want. If you do choose to save your game, you can save as many games as you have hard disk space for.

To save a game, type in a short description of it in the area of the save game interface provided. Then click the "Save" button. If you want to replace a game, click on the description of the game you wish to replace. It will highlight. Type in a new name for your new saved game, and click on the "Save" button.

To restore a game, click on the "Load" button from the Control Panel. Click on the game you wish to restore. It will highlight. Next, click on the "Load" button on the Load Game interface panel. Your game will be restored.

To delete a saved game, select a saved game by clicking on it, then click the "Delete" button. You will be prompted to delete the saved game. Click "Yes" and the game will be permanently deleted. Clicking "No" will dismiss the message and return to the Save Game screen without deleting the saved game.



On the Save Game window, click here to save your game.



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



On the Load Game and Save Game windows, click here to delete the highlighted save game.

## INVENTORY

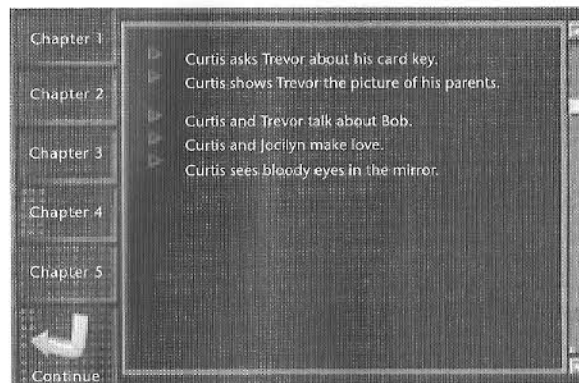
Move your cursor to the lower middle section of the screen. When the inventory window appears, you can click on the inventory item you wish to use. Your game cursor will change into that inventory item until you either use it or by clicking it on the inventory window to return it.



To examine an inventory item more closely, click on that item with your play cursor to take it, then click that item on the "Eye" icon, located on the lower right side of the screen. This will cause the item to appear in a large window in the middle of the playing screen. You can click on inventory items with your play cursor when they are in this large window to attempt to manipulate them. You can sometimes combine inventory objects by clicking one object on another in this interface. To exit this window, click on the "Exit" icon on the window.

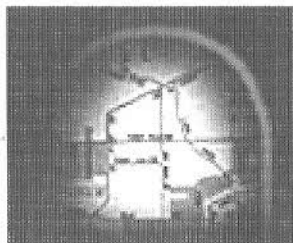
## VIDEO PLAYBACK

The Video Playback icon is on the upper left section of the screen. Click here to replay significant movies you have seen so far. When you click this icon, you will see a descriptive list of the movies you have triggered so far in this chapter of the game. If you click on one of these descriptions, that movie will play. If you wish to see a movie from a chapter you have already completed, click on the name of that chapter. You will be prompted to insert that CD into your drive. To exit the Video Playback interface, click the "Continue" button.



## THE MAP

The Map button is in the lower left section of the screen. When you click on this icon, the map will appear on the playing screen. You must click on an available location on the map to go there and make the game progress. You will only be able to go to certain places, based on what actions you have completed in the game or the chapter so far. In some instances, at the end of certain movies, the map will be brought up automatically. This is to let you know that your character must go somewhere else to make the game progress.



## CREDITS

Executive Producer: Ken Williams  
 Line Producers:  
 Jerry Bowerman, Scott Lynch, Doug Brown, & Craig Alexander  
 Director: Andy Hoyos  
 Producer: Matthew Thornton  
 Game Designer and Screenwriter:  
 Lorelei Shannon  
 Director of Photography:  
 Matt Jensen  
 Art Director: Jeff Lane  
 Composer: Gary Spinrad  
 Editor: Wes Plate  
 Second Unit Director of  
 Photography: Rod Fung

## PRINCIPAL CAST:

Curtis: Paul Morgan Stetler  
 Jocilyn: Monique Parent  
 Therese: Ragna Sigrun  
 Trevor: Paul Mitri  
 The Hecatomb: Burt Bulos  
 Dr. Rikki Harburg:  
 Cynthia Steele

Paul Warner: Warren Burton  
 Little Curtis:  
 Paul Joseph Standlee  
 The Ratwoman: V. Joy Lee  
 Tom: Michael Taylor Donovan  
 Bob: Don Berg  
 Detective Allie Powell:  
 Regina Byrd Smith  
 Marianne Craig:  
 Denise Loveday  
 Jonas Craig: Todd Licea  
 Max: Jason Bortz  
 Dr. Marek: Michael Simms  
 Dr. Rikki's Security Guard: Douglas Mace  
 Blob: "One-Take" Rosie

## PRODUCTION CREW:

First Assistant Director:  
 Sandra Hunter  
 Director of Photography:  
 Matt Jensen  
 Camera Operator: Brian Baugh  
 Second Assistant Camera:  
 Daren Findling  
 Production Designer: Christopher Klonecke  
 Gaffer: Alexander Buono



**Second Unit Gaffers:**

Kyle Carver & Martin Cameron  
Best Boy: Christopher Mans  
Key Grip/Electrician:  
Courtney Jones  
Dolly Grip/Grip: John Bradley  
Grip: W. Ted Mayer  
Wardrobe Stylist/Production  
Coordinator: Caprice Buzard  
Wardrobe/Script  
Supervisor/Continuity Supervisor:  
Rick Edwards  
Post-Log/Video Playback:  
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Audio: Mickey McMullen,  
Tony Tarango, and Mark Lee  
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Matt Thompson, and Tina Suffal  
Intern/Assistant Production  
Designer: Derek Sunday  
Assistant to Rosie: Harley  
Rat Wrangler: Lorelei Shannon

**SPECIAL EFFECTS:**

Creature Design:  
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Creature Prosthetics & Physical  
Special Effects: Robert Standlee  
Special Visual Effects: Jeff Lane  
Make-up/Hair Design:  
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Assistant Hair, Make-up, SFX:  
Patricia Standlee  
Hair, Make-up, SFX assistant:  
Rebecca Roka

**SIERRA PROJECT  
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Tammy Dargan

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Lead Artist: Jeff Lane  
SGI Supervisor/3d: Kim White  
SGI Artist/3d: Brad Clarkson

**MATADOR ARTIST/DIGITAL EFFECTS:**

Jim Tibbitts

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Team Programmers:  
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& Robert Lindsley

**SIERRA QA TEAM:**

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Michael Brosius, Mark Budge,  
Nathan Clark, Steve Deckert,  
Scott Howell, Jillian Leonard,  
Marsha McCarthy, Mike Pickhinke,  
John Ratcliffe,  
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Sharon Simmons, John Trauger,  
Douglas Wheeler & Dan Woolard

**SIERRA SYSTEMS:**

Greg Tomko-Pavia, Dave Artis,  
Christopher Smith, Larry Scott,  
Terry McHenry, and Dan Foy

**DOCUMENTATION:**

Author: Lorelei Shannon  
Design: Kerri Willard

**POST PRODUCTION:**

AVID Editor: Wes Plate  
Sound Designer: Randy Yount-  
Clatter & Din Studios, Seattle

Video Compression by:  
TrueMotion

Sets By: Oregon Scenic & Lighting

Props by: Seattle Prop & Costume

Leather Garments by: Fantasy  
Unlimited - Seattle Sin - Seattle

Creative Consultants:  
Kim & Hank Graham  
Pat MacEwan

Caterer:  
Mac B's of Seattle

Los Angeles Casting Agent:  
Donovan/Foley Casting

Talent Paymaster:  
Talent Fund- Half Moon Bay, CA

Game Box Design:  
Nathan Gams

**SPECIAL THANKS TO:**

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 Ken Prugh  
 Gary Brown  
 Marianne Sulkosky  
 Topo Swope  
 Brad Tallman  
 SGT. Todd Oliver  
 DeeDee "Florence Nightengale" Irby  
 Nola "Angel of Mercy" Moss  
 Matt "Dougie" Thompson  
 Courtney "Butt Meat Man" Jones  
 Rob "Catatonic" Kenny

Adrian "Dog Toy" Bourne  
 Adam "Puzzle Man" Szofran  
 W. Ted "Outburst" Mayer  
 Rebecca "The Crayon" Roka  
 Matthew "Mongo" Nethercutt  
 Jeff "Bruiser" Sacherer  
 Richard "Wacko" Smalley  
 Brendan "PitMaster" Vanous  
 Cindy "Boy Toy" Vanous  
 P. A. "Fangs" Quinn  
 Leslie "The Barbarian" Fleming  
 Chris "Bad Boy" Floyd  
 Ben "Mixer" Sherry  
 Paul "The Board" Weiss  
 Gary "The Voice" Spinrad  
 Mark "Peeping Tom" Emmert  
 Amber "Zombie" Burnett  
 Chris "Blue Boy" Mans  
 Kenny "Meatwagon" Smith  
 Andy "Buffalo" Hoyos  
 Tim "The Flash" Weiss  
 Tawna Lucero, Jaqueline Erbe, & Guest  
 Jiri Rehak  
 Robert Cole  
 Terese Gant

Shot at Butler Video Studios in Bellevue, Washington and on location in and around Seattle, Washington.

*All animal action was monitored by Lorelei, who would have yanked the lungs out of anyone who even tried to hurt, scare, inconvenience, or irritate Rosie. No animals were harmed in the making of this production.*



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## CUSTOMER SERVICES

Customer Service / Technical Support and 'Fax-back' service

**Tel: (0118) 920 9111**

**Fax: (0118) 987 5603**

Lines open 24 hrs, 365 days a year, using our automated technical support attendant. This system includes answers to all commonly posed questions and problems with our new and major titles. It is set up in a friendly and easy to use menu system that you navigate through using a touch tone telephone. This service will also allow you

to automatically receive by fax technical troubleshooting documents about the games you are having trouble with, even in the middle of the night! If the answer to your question is not in our automated system, then you will be transferred to a technician between the hours of **9am and 5pm Monday to Friday.**

Here are some key-presses that will allow you to navigate through our automated attendant. Note that these are the standard letter assignments that are given to UK telephones so if your phone has letters on the keypad, please use them instead:

2: A, B, C	3: D, E, F	4: G, H, I	5: J, K, L	6: M, N, O	7: P, R, S	8: T, U, V	9: W, X, Y	0: Q, Z
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Before you call our technical support lines, please check that you have read the Readme file included on the game disk #1. You may well find a very quick answer to the problem that you are facing as these files contain answers to most common problems. If the answer is not here, make sure you have precise details of any error message that you receive, and details regarding the specifications of your computer before you call us, as this will help us in giving you a faster and more efficient service.

If you would prefer to write to us, please send your mail to the following address:

### SIERRA ON-LINE LTD

*Customer Services / Mail Order / Tech Support Department*

2 Beacontree Plaza

Gillette Way

Reading • Berkshire

RG2 0BS

United Kingdom

Sierra UK Web site

**<http://www.sierra-online.co.uk>**

UK Website includes technical support, mail order, chat rooms, product information, game demos and much, much more.

New Hintline (UK callers only)

**(0891) 660 660**

24 hrs. Automated service requires a touch tone phone. Calls cost 45p/min. cheap rate and 50p/min. at other times. Max call length 7.5 minutes. Max call charge at cheap rate £3.38, £3.75 at other times.

Older Games Hintline

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**Town/City:** \_\_\_\_\_ **Post Code:** \_\_\_\_\_

**Country:** \_\_\_\_\_ **Date of birth:** \_\_\_\_\_

**System:**

PC Win95  PC Win 3.1  Mac  Other

**Peripherals:**

Printer: Yes  No  Modem: Yes  No

**Internet access:** Internet provider  AOL  Compuserve  Other

Please, Tick the appropriate box

**Email:** \_\_\_\_\_ @ \_\_\_\_\_

**Your purchase:** Please indicate the complete title \_\_\_\_\_ Date of purchase: \_\_\_\_\_

Product purchased: \_\_\_\_\_

Name of retailer: \_\_\_\_\_ Retailer town: \_\_\_\_\_



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READING

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