

SHIVERS™

FOR Win 95 /
Win 3.1 CD

ENGLISH



SIERRA®

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Introduction

Welcome to *Shivers*, the first in a series of adventure games designed to scare the wits out of you. But you'll need your wits to unravel the museum's many layers of mystery, and to capture the evil entities, the Ixupi, before they get you first.

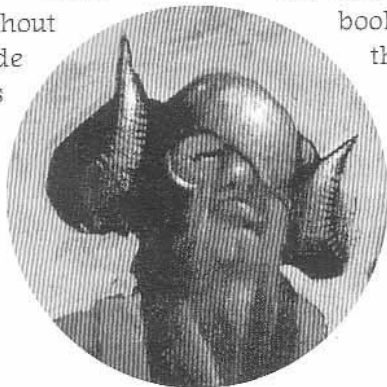
If you've played an adventure game before, *Shivers* might be designed a little differently than what you're used to. It's only linear in structure to get into the museum — once

inside, you can roam at will. It doesn't matter in what order you see the rooms of the museum. And you'll never get stuck!

Something else that might seem different about *Shivers* is the function of the cursor. We thought that it would be too easy if the cursor highlighted all the clues. So it's up to you to click on everything if you expect to unravel the museum's mysteries — the cursor won't give away the fact that you may be only

inches away from an evil entity, or anything else.

This User Guide is divided into sections. Playing the Game answers questions about the toolbar, the object of the game, scoring, and puzzles. The hints scattered throughout the User Guide will give clues to the game without giving critical secrets



away. If you're having technical troubles, read the README file or call technical support listed on page 18.

So leaf through this booklet, then dim the lights, crank the sound and go SHIVER!

Game Installation

FOR WINDOWS

System Requirements

To run *Shivers*, your system should include the following:

- 486 SX-33MHZ or faster
- Windows 3.1 or better
- 8 Megs RAM
- Double-Speed CD-ROM drive
- 640X480 at 256 color video driver or better
- Hard drive
- Mouse

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. Also, try using the various test features of the setup program to make sure it detects the proper hardware that you are running.

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** CD into your computer. The Autostart sequence should ask you if you wish to install **Shivers**. Select the install option and follow the on-screen prompts. To start the game under Windows 95, insert the CD into your CD-ROM drive, and select the Play option when Autoplay appears.

FOR MACINTOSH

System Requirements

To run **Shivers** your Macintosh system should include:

- Color Macintosh system
- 8MB system memory free
- System 6.07 or higher
- CD-ROM Drive

Installation

Insert the **Shivers** CD-ROM into your CD-ROM drive using a carrier if appropriate.

When you open the CD-ROM from the Finder, you should see the **Shivers** icon.

Double-click on this icon to launch the program. It will read from the CD-ROM drive; the application will not install on your hard drive.

Playing the game



TOOLBAR

OPTIONS MENUS - To use the Options menu, click the button on the bottom right of the toolbar, to the right of the eyeball.

PLAY - Clicking on this button returns you to game play.

SAVE - Use «Save» to save the current game before trying something risky. If you're low on 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. You can save up to 32 different games.

AUTO SAVE - Every time you capture an entity, the game is

automatically saved unless you decide to turn «Auto Save» off. To turn «Auto Save» off, click the «Auto Save» button when you first enter a new game or when you save your current game.

QUICK SAVE - Hold down the Alt key and press S to «Quick Save» the game. On the Mac press Apple-S. The «Quick Save» works just like the «Save» function, only faster.

HALFSCREEN/FULLSCREEN - This feature will default to fullscreen or half-screen for all movies depending on the speed of your computer and CD-ROM. It is advisable to play the movie at the default screen setting,

but you can test the other setting by clicking on this button before you play a movie (i.e. Intro movie).

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.

TEXT ON/OFF - This feature is especially designed for people who are hearing-impaired or deaf. Text appears across the screen accompanying the audio material. In addition, you'll see a visual representation for the music puzzle.

EXIT - This button takes you to the Exit Screen, the one where you can choose whether to «Save and Exit», «Exit without saving», or «Cancel». When you exit, you'll be asked whether or

not you want to save your game.

RESTORE - This button will allow you to access your saved games.

INVENTORY - You can hold only one pot or talisman (lid) at a time in the inventory. So if you know where one part of a matching pot and talisman is and not the other, you can store the inventory item somewhere in the museum and come back for it later. You might also want to save the game after storing an inventory item somewhere because if you die, the evil entities will rearrange the pots.

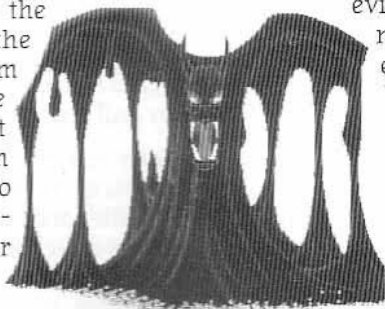
When you match a pot with its talisman, they will magically combine and sit in inventory. Once you've captured an Ixupi (an evil entity), the pot and talisman with the Ixupi inside of it will appear on one of the spaces on the toolbar and won't need to

be used again. The pot is in its final resting position. Don't forget that you can only capture an Ixupi with the pot and talisman that match each other and that also match the element that the Ixupi has taken over.

EYEBALL - When you have an item in inventory, you'll notice that the lid of the eyeball opens. Now you can click on your eyeball for a close-up of your inventory. Move your cursor to the right and the inventory item will spin to the right, to the left and it will spin to the left. To slow the spinning, bring your

cursor toward the middle of the screen. The object will stop spinning when the cursor is directly beneath it. To put the item back in inventory, click on the eyeball or on the item itself.

LIFE ESSENCE - Your life essence is the neon green stripe in the middle of your toolbar. It recedes every time you're attacked, or use the wrong pot or talisman to try to capture an evil entity. As you near death, the essence turns red. You gain essence back when you capture an entity with the proper pot and talisman.



GAME STRATEGY

OBJECT OF THE GAME - The object of the game is to live through the night by capturing all 10 Ixupi (evil entities) roaming throughout the museum. The Ixupi are evil entities that can disguise themselves in elements of the earth (like water, ash, etc.). You must capture each Ixupi in the pot and talisman whose symbols match the element that the Ixupi has taken over. For example, you must capture the water entity by finding the matching pot and talisman that are decorated with the symbol for water. Be careful, because you can die.

MOVING AROUND - Sometimes the cursor doesn't change when you pass it over your screen.

This doesn't necessarily mean that nothing is happening - there may be a surprise in store for you! So try to click on everything because you never know what will happen.



This arrow moves you forward.



This turns you around.



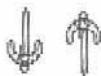
This turns you to the left.



This arrow turns you to the right.



This arrow lets you move back from a close-up.



Every now and then you'll see a cursor like this, which moves you up or down.



This graphic lets you know that something is about to happen and you no longer have control of your mouse.

POTS AND TALISMEN

WHAT TO DO - Match each of the pots with its talisman lid so they magically fit together and have the power to capture an entity. You can figure out which pot and talisman go together by matching the puzzle shape of the lid with the top of the vessel. Click on the Eye to view a pot or lid in inventory).

To capture an entity, click on the combined pot and talisman in your inventory and then click on the entity while the green essence is still gathering. You must capture the entity before it attacks, so move quickly. Don't forget that you can only capture an Ixupi with the pot and talisman that match each other and that also match the element that the Ixupi has taken over.

WRONG POT - If you use the wrong pot or talisman on an entity, the Ixupi will take it and hide it somewhere in the museum, maybe even somewhere you've already been. You can tell which pot is the right pot to capture an entity by matching the symbol on the

pot to the element that the Ixupi has assumed.

WHEN POT IS TAKEN - To find where your pot has been taken, look for changes in a room. For example if the rocket ship door was left open and now it's shut, perhaps that's because an entity has been sneaking around (with your pot) in that area.

SCORING

The more curious you are the better. The more books you pull down from the shelf, plaques that you read, movies that you play, etc. the higher your score. But be warned that you won't get extra points for looking at something again and again. After all,

who wants to reward obsessive-compulsive behavior? You can, however, be compulsive about puzzle solving and increase your score if you want.

You lose points when you get attacked and even more points if you use the wrong pot or talisman on an evil entity. On the bright side, when you capture an entity, you get a major chunk of score and some of your life essence will be restored. You can find your score on the Options Menu.

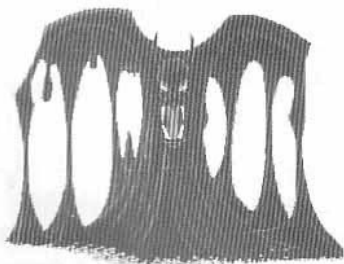
RESTORE OLD GAME - Click on this button at the Title Screen to play a saved game. You will be able to choose any one of your saved games. You may also delete a game from here.

DEATH - When you die, a nasty thing will happen. The inventory items will change place in the museum so that pots and talismen may or may not be where you last saw them.

WINNING THE GAME - You have won the game when you capture all ten evil entities and your friends come back to get you.

ONCE YOU'VE WON - 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 provides a painfree way to explore the museum. You get to look at everything you want without getting attacked. No evil entities, no lost essence. But don't forget that you have to make it all the way through the game to get to this point, so don't be counting your Ixupis before they're captured.



Puzzles

If you're having trouble solving the puzzles in one room, go to another room and try to find clues there.

Hints to puzzles are frequently hidden in other rooms. And here's a few hints in case you get stuck.

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Gear Puzzle *in the Gazebo*

The object is to move the gears so that the black gears are on the bottom and the white gears are on the top. You must do it in seven moves or less.

Stonehenge Puzzle

located Outside

The object is to match the colors and symbols on the puzzle with those found on objects throughout the museum grounds.

Boat *at Underground Lake*

The object is to figure out how to work the boat so you can ride across the lake.

Elevators

The object is to align the symbols in a pattern that you see close by.

Drawer Puzzle *in Workshop*

The object is to unlock the cupboard below the drawers.

Skeleton Dials scattered throughout museum

The object is to change the skeleton dial to a particular color so that a door will open elsewhere in the museum. Look for a clue somewhere in the museum.

Globe Puzzle in mysteries of the Deep Room

The object is to move the disks on the globe so they line up in a particular longitude and latitude.

Sirens/Organ Puzzle in mysteries of the Deep Room

The object is to play the Song of the Sirens on the organ.

Movable Wall in Maze

The object is to click on the shapes in a certain order to

open the door. Look for the clue elsewhere.

Projection Room

The object is to turn on the projector and watch a movie.

Door Puzzle in Hallway outside theater

The object is to put the letters in a particular order to open the door. Look for the clue elsewhere.

Door Puzzle in Tombs and Curses Room

The object is to rotate the pieces so the balls can roll down and unlock the door.

Sarcophagus/Obelisk Puzzle in Tombs and Curses Room

The object is to use what the Sphinx says to figure out how to rotate the stone pillars.

Chinese Checker Puzzle

*at Base of Animal Sarcophagus
in Funeral Rites Room*

The object is to leave one marble in the center square.

The Witch Doctor Drum Puzzle

The object is to play the drums in a certain order to open the secret door.

Door Puzzle *in The Room of the Gods*

The object is to open the door by arranging the puzzle pieces to create a pentomino picture. You can find a clue to what the picture is somewhere in the museum.

Sumerian Lyre Puzzle

The object is to recreate the musical patterns generated. Pressing the blue button starts the pattern.

The Music Box Puzzle *in Myths Room*

The object is to make the music box work. Look for clues elsewhere.

Picture Puzzle *in the Second Floor Secret Passage*

The object is to rotate and maneuver the pieces to complete the picture.

Fortune Teller Puzzle

The object is to obtain the first of four riddles that will lead you on a hunt throughout the museum.

Pictograph Tiles *in Planetarium*

The object is to arrange the tiles in a certain order to open the spaceship.

Alchemy Machine Puzzle
in Invention Room

The object is to rotate and drag the pieces so that all the tubes of the same color are connected.

Door Puzzle *in Puzzle Room*

The object is to guess which tiles are hidden behind the cover. Watch your score - ten points for every proper symbol that is in the right position and one point for a proper symbol in the wrong position.

Pin Ball Machine Puzzle
in Puzzle Room

The object is to get each of the eight balls in its matching receptacle.

Gallows Hang

The object is to hang the person.

Clock Puzzle *in Tower Stairs*

The object is to manipulate the chains to set the clock in the tower.



Hints

- ☼ Must capture Ixupi while effects are gathering and before it morphs.
- ☼ Look in the library for help.
- ☼ Make note of everything you find.
- ☼ Symbols are important.
- ☼ Video cameras may be watching you.
- ☼ Find the book that will help you match the symbol on each pot to its evil entity.
- ☼ You may want to hide inventory for use later, but take note of where you leave it.
- ☼ Clues for one puzzle may be found elsewhere in the museum.
- ☼ Be careful where you click.
- ☼ Secret passageways are everywhere.
- ☼ You may have reason to return to a room again.
- ☼ A blueprint of the museum exists somewhere.
- ☼ Use the flashback function to review items you found.
- ☼ Look for an unusual way to get into the museum.
- ☼ Evil entities may be guarding pots.
- ☼ If you get stuck, explore another room.
- ☼ To get through any maze, it may be helpful to stay along a perimeter wall.
- ☼ Beware of the Ixupi – they may be anywhere and anything!
- ☼ Don't give up yet! The ending is awesome!

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New Hintline - UK only	0891 660 660*	24 hrs. Available in the UK only. Automated Service

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For further information, please write to:

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Credits

Producer:

Wendy Albee

Designer:

Marcia Bales

Lead Game Developer:

Willie Eide

Art Director:

Ron Spears

Composer & Lead Sound**Designer:**

Guy Whitmore

Creative Consultant:

Roberta Williams

3D Artists:

Dave Beetlestone, Matthew Brauch, Phil Doyle, Todd Greene, Jim Hicks, Davood Soleymani, William Vallieres

2D Artists:

Marcia Bales, Dave Beetlestone,

Matthew Brauch, Mark Brill, Brian Douglas, Jim Geldmacher, Jim Hicks, Heather Ivy, Bill Ohlmstead, Gayle Rowbottom, Ron Spears, Tom Springer

Animators:

Tony Benedict, Dave Beetlestone, Matthew Brauch, Brian Douglas, Phil Doyle, Jim Hicks, Heather Ivy, Gayle Rowbottom, Tom Springer

Sound Designers:

James Ackley, Brian Douglas

Game Developers:

Jim Geldmacher, Paul Horn, Scott Slack, John Snodgrass, Huy Ton

QA Lead:

Jay Williams

QA Testers:

Mike Atkins, John Pezzanite
Cellist: JW Turner

Movie Sequences**Director/Photography:**

Tony Ober

Movie Editors:

Michael Bunch, Jim Hicks
Gaffer: Martin Cameron

Key Grip:

Don Stier

Sound Recordist:

Robert Marts

Sound Engineer:

Peter Barnes

Makeup Artist:

Georgie O'Neil

Stage Manager:

Kim Ross

Script Writers:

Marcia Bales, Roberta Williams

Actors

Professor Windlenot:

Kaefan Shaw

Tiff: Meg Davis

Jason: Sione Unga

Male #2: Justin Irish

Female #2: Kim Witherbee

Beth: Chandra Cogburn

Merrick: Ned Harkness

Narrator & Human Voices:

Rodney Sherwood

User Guide

Writer: Vanessa Raymond

S
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