SierraOriginals

GABRIEL
KNIGHT

SINS OF THE FATHERS™

SIERRA®

ADVENTURE

IMPORTANT

THIS MANUAL CONTAINS YOUR WARRANTY CARD!

In order to benefit fully from all our customer support services, you should return this card asap. We can't help or support you if we do not know who you are!

SIERRA Customer Services

- Technical Support

In order to provide you with the best possible service, we have two hintlines and a direct technical support hotline where our specially trained technical support team will be ready to take your call.

- Free subscription to the Sierra group's very own magazine

In order to keep our valued customers better informed, our free of charge magazine will provide you all the latest information on all our new products as well as practical advice and useful tips.

- The free SierraOriginals catalogue

The SierraOriginals catalogue contains details of all the forthcoming titles in the range.

WE WOULD LIKE TO TAKE THIS OPPORTUNITY TO THANK YOU FOR PURCHASING A SIERRAORIGINALS TITLE. WE SINCERELY HOPE THAT YOU ARE COMPLETELY SATISFIED WITH YOUR PURCHASE AND HAVE FUN PLAYING IT.

Dear SierraOriginals Customer,

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 modernize or improve the game was made with these titles in order to maintain the sense of nostalgia.

Some of the CD's 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 labeled 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 labeled as your D drive, and you installed the game to your C hard dive 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?" item. 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 have been released. When selecting an audio/music option for the game, your best bet is to select the AD-LIB option.
On behalf of Sierra On-Line, thank you for purchasing this SierraOriginals product. We appreciate the opportunity to share our history with you and your entire family!

Respectfully,

Quality Assurance Department.

Windows is a registered trademark of Microsoft Corporation

START UP PROCEDURE

WINDOWS INSTALLATION

1. Place the SierraOriginals CD into your computer's CD drive.
2. Start Windows.
3. Click on [File].
4. Select [Run].
5. At the Command bar, type the letter of your CD drive, followed by ":\Setup.exe". Click on OK or press [Enter]. For example, if the letter of your CD drive is "D", type "D:\Setup.exe" and click on OK or press [Enter].
6. Follow the on-screen installation instructions.
7. To run your SierraOriginals software, double click on the game icone.
8. Be sure to check the "Readme" file for the latest information.

Windows is a trademark of Microsoft Corporation.

DOS INSTALLATION

1. Place the SierraOriginals CD into your computer's CD drive.
2. Type the letter of your CD drive, followed by a colon. For example, if the letter of your CD drive is "D", type "D:". Press [Enter].
3. Type "Install" and press [Enter].
4. Follow the on-screen installation instructions.
5. To run your SierraOriginals software after loading, all you have to do to start is to go to the directory where the game have been installed by typing **(CD SIERRA)**, and then typing **(C:\SIERRA>GKCD)** then pressing **[ENTER].**
6. Be sure to check the "Readme" file for the latest information.

ATTENTION: YOU HAVE TO LOAD GABRIEL KNIGHT THROUGH DOS.

GABRIEL KNIGHT I

NORMAL GAME PLAY

To access the icon bar, move your cursor to the top of the screen. You can also access the icon bar by pressing [ESC] on your keypad. If the icon bar is normally "hidden," it will appear at this time so that you can access it.

You play the game by selecting an icon that represents an action, then clicking that icon cursor on a person, object, or location on the screen. The icon bar shows you all of your available action icons. To choose an icon from the icon bar, simply click on that icon. This will change your cursor to an icon cursor that looks just like that icon. You can now use that icon cursor on the main screen.

The **WALK** icon allows you to move Gabriel around on the screen. Click on the WALK icon, then click the WALK cursor where you want Gabriel to go.

The **LOOK** icon allows you to get a description of an object, person, or location on the screen. Click on the LOOK icon, then click the LOOK cursor on the item on the screen that you want described. **Note:** Puzzle clues are often included in LOOK messages.

The **ASK** icon allows you to Interrogate someone. In Interrogation mode you can select specific topics for discussion. Click on the ASK icon, then click the ASK cursor on a person on the screen.

The **TALK** icon allows you to talk to someone. Click on the TALK icon, then click the TALK cursor on a person on the screen. TALK will provide general chit-chat, character information, and sometimes clues.

The **PICKUP** icon allows you to pick up an object. Click on the PICKUP icon, then click the PICKUP cursor on an object on the screen. If the object can be taken, Gabriel will pick it up, and it will appear in your inventory.

The **OPEN/CLOSE** icon allows you to open or close an object. Click on the OPEN/CLOSE icon, then click the OPEN/CLOSE cursor on an object on the screen.

The **OPERATE** icon allows you to "use" an object that has an obvious function (chair, light switch, etc). Click on the OPERATE icon, then click the OPERATE cursor on an object on the screen.

The **MOVE** icon allows you to move an object (push or pull). Click on the MOVE icon, then click the MOVE cursor on an object on the screen.

The **INVENTORY** button will bring up the Inventory window. The Inventory window shows all of the inventory items that Gabriel is currently carrying.

The **RECORDER** button will allow you to access the Recorder screen. The Recorder screen allows you to play back any conversations Gabriel has had in the Interrogation mode.
Note: The recorder will be very helpful for reviewing important information that has been given to Gabriel by the other characters.

To use the active inventory item on the screen, click on the current inventory item window, then click the item's cursor on an object on the main screen.
This will attempt to ("show", "give" or "use") that item on the person or object it was clicked on. For example, to unlock a door, a key cursor would be clicked on the door.

This area shows your current score and the maximum points possible.

The **HELP** button will allow you to get on-line descriptions of what actions the other icons on the icon bar perform. Click on the HELP button, then move the HELP cursor over another icon on the icon bar to learn about the other icon's function.

The **CONTROLS** button brings up the control panel. The control panel allows you to change various optional settings in the game, to SAVE or RESTORE a game, and to RESTART or QUIT.

NOTE: When an icon, button, or window is disallowed this simply means you do not need to use that function at the present time.

B. Cursor Hot Spots.
All of the cursors in the game have "hot spots"-highlighted points on the cursor that indicate the "hot" area of the cursor. Some cursors are large, and some items on the main screen are quite small. The "hot spot" shows you what part of the cursor to position over your intended destination. Position the hot spot highlight carefully so that it is exactly on top of the item you wish to use that cursor on, then click the cursor.

C. Inventory.
The inventory window displays all of the inventory items that Gabriel is carrying. These items are available for puzzle-solving throughout the game. Items will appear in inventory when:
1) Gabriel PICKUPs an item on the screen (using the PICKUP icon), or
2) Gabriel is given an item by another character in the game.
The inventory window also has action icons. To choose an action from the those available in the inventory window, click on the icon that represents that action. This will give you an icon cursor which can be used on any inventory item in the inventory window. The inventory icon cursors can be used only in the inventory window. The actions available in inventory are listed next to their icon cursors below:

The **READ** icon allows you to read printed materials. Click on the READ icon, then click the READ cursor on an inventory item that you think might be READable.

The **OPEN** icon allows you to open an inventory item. Click on the OPEN icon, then click the OPEN cursor on an inventory item.

The **LOOK** icon will give you a description of an inventory item. Click on the LOOK icon, then click the LOOK cursor on an inventory item.

Hint: Important clues about what to do with an inventory item are often located in the LOOK messages.

The **ARROW** will allow you to select an inventory item to become the active inventory cursor. When an inventory item is the active inventory cursor, it can be used on the main screen. Click on the ARROW, then click the ARROW cursor on an inventory item. That inventory item will now become your active cursor. To use this in the game, you must first exit the inventory window with this cursor active. Simply click the inventory item's cursor on the PLAY button to exit the inventory window. Once you have done this, the item will appear on the main icon bar in the current inventory item window.

The **PLAY** icon will erase the inventory window and return you to the game.

The **HELP** button will allow you to get on-line descriptions of what actions the other icons in the inventory window perform. Click on the HELP button, then move the HELP cursor over another icon in the inventory window to learn about the other icon's function.

The **SCROLL BAR** will allow you to scroll through inventory. If there are no "**next**" or "**previous**" pages, a message will be displayed.

D. How to "operate" an inventory item.

Most of your game play will be using the icon bar/inventory system described in the previous section of this manual. However, Gabriel Knight does have some additional special interfaces. These include the Interrogation screen, the Recorder, the Voodoo Code Interface, and the Drum Code Interface. These additional interfaces are described in the following section.

SPECIAL GAME INTERFACES.
A. INTERROGATION.

Interrogation mode allows Gabriel to ask other characters about very specific topics such as "Voodoo." Questioning people in depth is a vital element of Gabriel's investigation.

This is the Interrogation screen for Grace. There are fifteen main characters that can be interrogated in the game.

Note: The icon bar is not accessible from the

Interrogation screen, so you cannot SAVE or RESTORE or QUIT from the Interrogation screen. To do these actions, first Exit Interrogation.

I. Accessing the Interrogation screens.
To access the Interrogation screen for any character, click the **ASK** cursor on that character on the regular game screen. If that person can be interrogated at that time, the game will take you to the Interrogation screen for that character.

2. The Interrogation Topic Lists.
a) Global Topics.
Global topics are at the top of the list and are displayed in blue. Global topics are the same for each character that you interrogate. In the beginning of the game you will have three global topics. You will gain more global topics as the game play progresses and Gabriel learns new things.
HINT: Global topics are displayed in a "highlighted" color until they are selected for the first time. This is to help you notice when a new topic has appeared, and does not mean that you only need to ask about that topic once!!
b) Subject Topics.
Subject topics are at the bottom of the list and appear in character-specific colors. These topics are unique for each character and may also change as Gabriel learns new things.
c) Exit.
The last item on the topic list is the word "Exit." Click on "Exit" to leave the Interrogation screen.

3. Interrogating Characters.
The Interrogation screen cursor is an arrow for easy pointing.
a) To ask about one of the topics.
Position the arrow cursor over that topic. The topic will highlight. Click in this position.
b) To leave Interrogation and return to the main screen.
Position the arrow cursor over the "Exit" at the bottom of the topic list. The "Exit" will highlight. Click in this position to exit.
c) Interrogation dialogue choice boxes.
In addition to the main topic list, sometimes you will be offered a dialogue choice box that appears to the

right of Gabriel's face. To make a choice, move the arrow cursor over one of the selections until it highlights, then click in that position. The last choice on the dialogue choice boxes is always an "exit" choice.

HINT: Ask about every global and subject topic with every character you can interrogate. Continue to ask about each topic until the character repeats him/herself in his or her response.

B. RECORDER.

The Recorder allows you to replay, at any time, any and all conversations that Gabriel has had in the Interrogation mode. **NOTE:** Normal main screen dialogue is not recorded.

1. Accessing the Recorder.

To access the Recorder, click on the Recorder button on the icon bar. This will bring up the Recorder Tapes window.

2. The Recorder Tapes Window.

The Recorder Tapes window looks like this:

Gabriel will have one tape for each character in the game that he has Interrogated so far (later on, he'll also have one from a lecture he attends). To choose a tape to listen to, move the arrow cursor over that tape until it is highlighted, then click in that position. This will bring up the Recorder Topics window for that tape/character.

To leave the Recorder and return to the game, click on the "Exit" button.

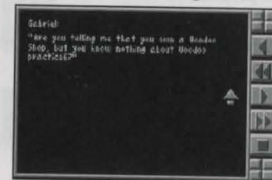### 3. The Recorder Topics Window.
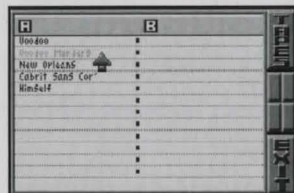
Once you have selected a tape, you will get a list showing all of the topics Gabriel has already discussed with that particular character. These are the topics available for replay at this time. The Recorder Topics window looks like this:

To choose a topic to listen to, move the arrow cursor over that topic until it is highlighted, then click in that position. This will take you to the Recorder Dialogue window for that topic. To return to the Recorder Tapes window, click on the "Tapes" button. To leave the Recorder and return to the game, click on the "Exit" button.

4. The Recorder Dialogue Window.

The Recorder Dialogue window looks like this:

When you first bring up the Recorder Dialogue window you will see the first line of dialogue in the first conversation you had with this particular character about this particular topic. The buttons on the right side of the window work just like a real tape recorder and will permit you to do the following:

Click on this button to play through the conversation, one message at a time.

Click on this button to fast forward through the conversation.

Click on this button to back up through the conversation, one message at a time.

Click on this button to fast rewind through the conversation.

Click on this button to STOP playing the dialogue and return to the Recorder Topics window for this character.

C. VOODOO CODE INTERFACE.

At a certain point in the game, Gabriel will need to use a Voodoo code to write a message. The interface for this part of the game looks like this:
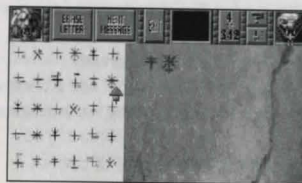
1. The Voodoo Code Writing Screen.

The white area with symbols on the left side of the screen represents a piece of paper with Voodoo code symbols written on it. This is the area from which Gabriel can select individual symbols to write as part of his own message.

The area to the right of the piece of paper represents the surface on which Gabriel is writing his message. This area will show the message that Gabriel is constructing,

The icon bar for this interface has a few new, special-purpose buttons on it:

The "**Erase Letter**" button erases the last symbol Gabriel "wrote" on the right side of the screen. Click on this button and the last symbol written will disappear.
This can be repeated to erase the entire message, if desired.

Clicking on the "**Next Message**" button will replace the current page of symbols on the left with a second page of symbols that are also available for selection.

Click on the "**Exit**" button to leave the Voodoo Code Interface and return to the game.

2. Writing a message.

To construct a message, select a symbol to be "**written**" in the next available slot on the right by moving the arrow cursor over the piece of paper on the left, positioning it over one of the symbols (the symbol will be surround by a "selection" box at this time), then clicking in that position. The symbol will appear on the right hand side (two have been "**written**" so far in the example above). Symbols can be erased using the "**Erase Letter**" button. To view more symbols, click on the "**Next Message**" button on the icon bar. To leave the Voodoo Code interface, click on the "**Exit**" button on the icon bar.

D. DRUM CODE INTERFACE.
I. Translating.

At a certain point in the game, Gabriel will need to translate a drum code. The drum code consists of three pitches; high, medium, and low. There are also three strikes; a single, a double, and a triple. The interface for this part of the game looks like this:
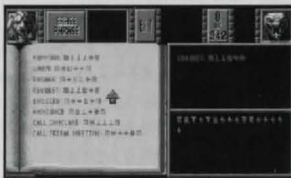
a) The Drum Code Translating screen.

On the left side of the screen you'll see a book on drum codes from which Gabriel is taking his translations.

NOTE: This book has three pages of codes!!

To turn to the **next page**, position the arrow cursor over the page edges on the right-hand side of the book. The gray arrow cursor will turn to a golden right arrow like this: Click to turn the page.

To turn back to the **previous page**, position the arrow cursor on the far left of the screen, near the crease in the book. The gray arrow cursor will turn to a golden left arrow like this: Click to turn the page.

This book contains the code phrases that you may select as part of your translation.
On the right side of the screen are two boxed areas. The upper area is the translation you are forming. The lower area shows the drum beats that Gabriel is currently hearing. For those with no sound device, this will be your only means of translation. For those with sound equipment, the beats that appear in this area should exactly match the drum sounds you are hearing.
The icon bar for this interface has a few new, special-purpose buttons on it:

Click on the "**Erase Phrase**" button to erase the last phrase selected for the translation area on the right side of the screen. This can be repeated to erase the entire translation, if desired.

Click on the "**Exit**" button to leave the Drum Code Interface and return to the game.

b) To Translate a Message.

Look at (and listen to, if you have a sound device) the drum beats being displayed in the lower right hand box on the screen. Some of these beats will be just random nonsense (as far as the "code" is concerned), but if a message is being sent via the drums, the random beats will be broken on occasion by "real words" in the drum code.
Watch the drum beats until you see what you believe is the start of a word. See if you can match the word with one in the book. If you can, you'll want to put that word in the translation area. To do so, move your gray up-arrow cursor over the book page with the correct phrase, then over the phrase itself (the phrase will highlight). Click on that phrase. It will appear in the translation area on the upper right of the screen. Continue to interpret

the message phrases until you have translated the entire transmission. You can erase the last phrase put in the translation area by clicking on the "Erase Phrase" button. To leave the drum code interface, click on the "Exit" button on the icon bar. You can exit at any time-you are always able to return to the drum code interface.

2. Sending.
Later still in the game, Gabriel will get a chance to send a drum code of his own. The interface for "sending" is very similar to the interface for "translating."

a) The Drum Code Sending screen.
In this case, the drum beat area in the lower right portion of the screen remains blank since Gabriel is not hearing drums, but, rather, composing a message of his own to send.

The other change you'll notice is a new button on the icon bar "Next Book." If Gabriel has a second book of drum codes available to him at this time, you can toggle between both books to choose phrases for a message.

NOTE: This button will only appear if Gabriel has a second book of drum codes.

b) To Send a Message.

To send a message, simply select phrases from the book on the left by positioning the arrow cursor over a phrase until it highlights, then clicking on that phrase. The phrase will appear in the upper right-hand window on the screen. You can select phrases and/or erase phrases until you are happy with the message that appears in that window. To actually send the message, simply select the "Exit" button to return to the screen you were previously on. Gabriel will play the message you just composed after you exit the drum code screen.

CONTROL PANEL & GAME CUSTOMIZING OPTIONS

The control panel allows you to customize your game options. The game options available are listed next to their pictures below:

 The **SPEED** slider allows you to adjust the speed of Gabriel's walking. To speed him up, set the SPEED slider up. To slow him down, set the SPEED slider down.

 The **MUSIC** slider allows you to adjust the volume of the music in the game. To turn the volume up, set the MUSIC slider up.

 The **SOUND** slider allows you to adjust the volume of the sound effects in the game. To turn the volume up, set the SOUND slider up.

 The **TEXT** slider allows you to adjust the speed at which the text is displayed in the game.

 The **DETAIL** slider allows you to adjust the amount of animation detail in the game.

 The **QUIT** button will exit the game and return you to DOS. Make sure you save first!

 The **ABOUT** button will give you information about this game and Sierra On-Line.

 The **RESTORE** button will bring up the Restore window and allow you to restore a previously saved game.

 The **SAVE** button will bring up the Save window and allow you to save your current position in the game.

The **HELP** button will allow you to get descriptions of what functions the other buttons and sliders on the control panel have.

The **RESTART** button will restart the game at the beginning (day 1), losing your current place in the game. Make sure you save first!

The **PLAY** button will erase the control panel and return you to the game.

This button will allow you to display **NARRATOR** messages as either voice or text.

This button will allow you to choose between having the **ICON BAR** visible at all times and having it normally hidden from view.

This button will allow you to turn **PRINTED** text on or off.

This button will allow you to turn **SPOKEN VOICES** on or off.

OTHER FEATURES
B. Bypassing cartoons sequences.
To bypass cartoon scenes, hit the space bar at any time during the cartoon. If the cartoon is one that can be bypassed (whether or not a cartoon can be bypassed is based solely on length-the longer ones can be bypassed, shorter ones cannot), a box will come up asking you if you really mean it. Select the "Cancel" button to continue with the cartoon or the "Skip It" button to skip the cartoon and return to player control. Any inventory or topics or new locations that are made available to you during the cartoon will be given to you when you skip the cartoon.

FIRST FEW PUZZLES WALK-THRU & PLAYING TIPS.
Warning: This section will give the solutions for the first few puzzles in the game. If you are an experienced gamer, you may want to skip this section. If you need help getting started, or have done the first few puzzles and are interested in getting strategy hints, read on!
I. The Opening Cartoon & Sins of the Fathers Graphic Novel.
There are two pieces of fictional "back story" or "prologues", if you will; the opening cartoon/nightmare sequence and the graphic novel that was included in your box. These will both become important to understanding what is happening to Gabriel as the story in the

game unfolds. Read the graphic novel and view the cartoon right away, or, if you're very anxious to get started, skip these and play through a day or so, but we highly recommend viewing both the nightmare sequence and reading the graphic novel before day 3.

The opening cartoon shows Gabriel's recurring nightmare. This nightmare scene has images which you will find significant in your game play. You may watch this as many times as you like. To view the opening cartoon, select the "Intro" button on the title screen. After the nightmare, you will be taken through the game credits, and then automatically to the start of day 1.
2. Day I start cartoon.
The first seven days of the game, the "day start" scenes in the book shop with Grace will give you important information and leads for the day. The game will automatically take you through the day 1 start cartoon after the nightmare sequence. You can also skip the nightmare sequence and go directly to the start of day 1 by selecting "Play" from the title screen.

Hint: Write down the things that happen during each day start cartoon-you may want to save your game at the beginning of the scene and watch it several times. This will help you stay moving through the day as you follow up on the leads.

For day 1 start cartoon gives you the following leads:

* Gabriel is writing a book on Voodoo and is researching it. Grace is assisting his research and can do more research for him whenever she's asked to do so.
* She has phone messages for him.
* She has located two Voodoo resources in New Orleans: a museum and a drug store.
* She gives him a hand-held tape recorder that he'd ordered.
3. Exploring the book shop.
Before we get into the day 1 start leads, let's do what should always be done first-explore your current location.

* LOOK at Grace. Useful? Perhaps not, but Gabriel gets a kick out of it.
* LOOK at each individual shelf of books. The messages will tell you what books Gabriel has available in his shop.
* PICKUP on every book shelf. Some will just give you messages, but there are three books you can pick up and read. Did you find them?
* PICKUP on the top shelf on left segment of the north wall. You'll read a German book by a Heinz Ritter. Is this a clue? Well, look at it this way. If it weren't, it wouldn't be in the game. You don't speak German? Hmmm. Looks like you need a translation.
* PICKUP on the top shelf on the right segment of the north wall-behind the ladder.

Now you know something about snakes.

* PICKUP on the shelf just underneath the right window. Repeat this action over and over until you start to see the messages repeat.

* LOOK elsewhere around the shop. How about that newspaper on the counter? Want to read it? PICKUP on newspaper.

Hint: New newspapers are delivered to the shop every day.

* LOOK at the other items on the counter. Did you find the magnifying glass and the pair of tweezers?

* PICKUP on magnifying glass and PICKUP on tweezers.

Did you notice that PICKUP on the books simply read the books and put them back? Gabriel did not keep them. On the other hand, he kept the magnifying glass and tweezers.

Try PICKUP on everything. If the game doesn't let Gabriel keep an item permanently it's because he doesn't need to use it in another location.

* Continue to LOOK all around the book shop and also PICKUP. Try some other commands now. OPERATE on the ladder. OPEN on the cash register. Try MOVE on Grace. TALK on Grace.

4. Inventory.

Now that Gabriel has picked up and kept a few items, let's check inventory. Go up to the icon bar and click on the inventory button. This will bring up the inventory window.

* LOOK at the magnifying glass and then LOOK at the tweezers.

* Try to READ both items.

* Try to OPEN both items.

* Now click on the arrow button on the right side of the window, then click on the magnifying glass. Your cursor will change to look like the magnifying glass. Use the hot spot on the magnifying glass cursor (the bright yellow highlight in the center of the glass) to click on the "Play" button on the right side of inventory window. This will erase inventory.

* Now look at the icon bar. You should see the magnifying glass appearing in the current inventory item window. You should also have the magnifying glass as your current cursor.

* Position the magnifying glass cursor hot spot over Grace and click it on her. She's not impressed? Oh, well. Perhaps Gabriel will find another place where the magnifying glass will be useful.

* Go back into inventory, select the tweezers, and click them on Grace to see how she responds.

5. Interrogation.

Now that we've explored, let's go back to our day 1 start leads. How about those phone messages? To get your phone messages, you'll need to go into Interrogation with Grace.

* Click the ASK cursor on Grace. This will take you to Grace's Interrogation screen.

* See the list of topics? Go ahead and select each topic-start from the top and work your way down. Select a given topic more than once-select it until Grace starts to repeat herself. You'll notice that the global topics-those in blue-are highlighted until they're selected one time. All global topics will be highlighted when they first appear. This is to help you notice that new topics have appeared once the list gets lengthy.

* Work your way down to Messages. Keep selecting Messages, then More Messages until she tells you there are no more.

The phone messages are also important leads for day 1. You learn:

* Your Grandmother called and wants you to come by.

* Detective Mosely called and told you he's left photos at the front desk of the police station.

* You received a call from a strange man from Germany. Hmmm.

* Since we're in Interrogation, select "Request Research" while you're at it. You'll get a dialogue choice box. At this time, there's nothing to ask Grace to do, so just select the exit response. When there's something to ask Grace to do, it will automatically appear in this dialogue choice box.

Hint: If you ever get stuck on a given day, check "Request Research" with Grace and see if something new has been added to your "Request Research" dialogue choice box.

6. Leaving the book shop.

You've done all you can at the book shop right now. Why don't you go follow up on your other leads; the museum, the Voodoo shop, the police station, Grandma's house....?

* Click OPEN on the front door and...happy hunting!

Hint: You'll find quite a few locations to explore on your map after this initial click-thru, but remember, you'll be getting new locations as you learn new things, so always check your two maps for new places to visit, as well as your Interrogation menus for new topics to ask about.

7. Strategy Tips.

When you get stuck, make sure you've done the following:

1. Explored every location available to you.

2. Shown every item you're carrying to every person.

3. Asked every person about every topic until they repeat themselves.

4. Checked "Messages" and "Request Research" with Grace.

5. Gone back over conversations with your recorder to see if you've forgotten a lead.

HINT: If there's something you know you haven't figured out yet, and you can't end the day, chances are you need to solve that puzzle to end the day.

HAVE FUN!!!

CUSTOMER SERVICE

SERVICES	NUMBERS	HOURS AVAILABLE
Customer/ Technical Support	(01734) 303 171	9 a.m. to 5 p.m. Monday - Friday
Customer Service Fax	(01734) 303 362	24 hrs.
Bulletin Board Service	(01734) 304 227	24 hrs Requires a modem.
Hintline (Older Games)	(01734) 304 004	24 hrs. Requires a touch tone phone Automated Service
New Hintline - UK only	0891 660 660*	24 hrs. Available in the UK only. Automated Service

* Costs 39p min. cheap rate, 49p at other times. Max. call length 7.5 mins, max. charge cheap rate £2.93, max. charge at other times £3.68 (UK only).

* Charges correct at time of printing.

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Theale, Reading, Berkshire. RG7 5AJ
Customer Hotline : Mon - Fri, 9am to 5pm
Tel : (01734) 303171 - Fax : (01734) 303362.

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FIRST NAME |_|_|_|_|_|_|_|_|_|_|_|_|_|_| DATE OF BIRTH |_|_|_|_|_|

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TOWN |_|_|_|_|_|_|_|_|_|_|_|_| POSTCODE |_|_|_|_|_|_|

COUNTRY |_|_|_|_|_|_|_|_|_|_|_|_|_| TEL N° |_|_|_|_|_|_|_|

*Please indicate customer number if you already have one

COMPUTER PC	OPERATING SYSTEM	PERIPHERALS
386 ❑ 486 ❑ Pentium ❑	MS/DOS ❑ WINDOWS ❑	PRINTER ❑
	WINDOWS 95 ❑	MODEM ❑ SOUNDCARD ❑

TITLE OF PRODUCT PURCHASED: |_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|

DATE OF PURCHASE: |_|_|_|_|_|_|_|

- Name of the store where you purchased the game: ———————— City: ——

- How did you hear about this product?
  ❑ Press   ❑ Sierra Catalogue   ❑ TV/Radio   ❑ Friends   ❑ Store   Other ————

- Type of product most often purchased:
Adventure ❑   Strategy ❑   Arcade/Action ❑   Simulation ❑   Sport ❑   Educational Games ❑

- SierraOriginals purchase programme schedule:
Less than one CD per month ❑   One CD per month ❑   More than one CD per month ❑

- Which magazines do you read regulary ? (in order of preference)

COMPUTER-GAMING MAGAZINES		OTHER MAGAZINES	
1 ————————	2 ————————	1 ————————	2 ————————
3 ————————	4 ————————	3 ————————	4 ————————

How to send us your warranty card

1. Complete the details on the warranty card (found on the last page of the manual)

2. Cut along the dotted lines.

3. Send your warranty card (in a stamped envelope) to the following address :

Sierra on-Line Ltd
Customer Services
4 Brewery Court, The Old Brewery
Theale, Reading
Berks RG7 5AJ

Customer Services Hotline   01734 303 171
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