

phantasmagoria®

A

PUZZLE

OF

FLESH™

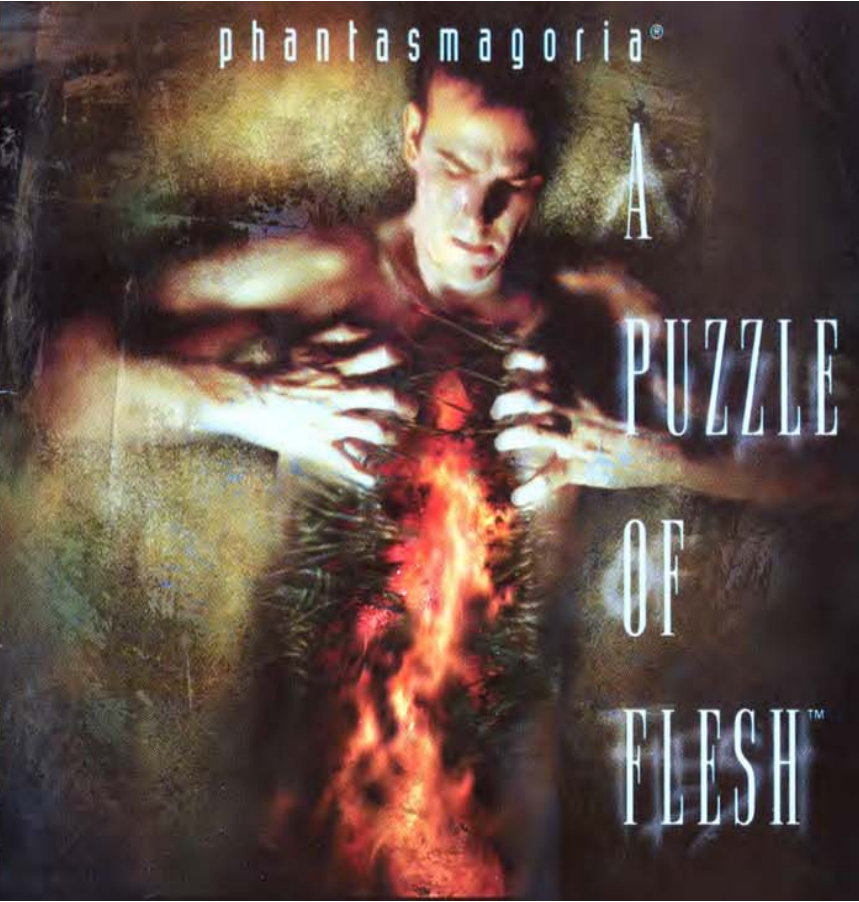
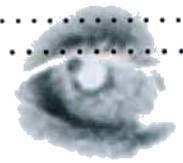


TABLE OF CONTENTS

**GAME STRATEGY..... 4**  
**THE INTERFACE..... 6**  
THE CURSOR..... 6  
THE CONTROL PANEL..... 6  
SAVING AND RESTORING YOUR GAME..... 8  
INVENTORY..... 10  
VIDEO PLAYBACK..... 11  
THE MAP..... 12  
**TECHNICAL SUPPORT..... 13**  
**DIRECT SALES..... 14**  
**HINTS..... 16**  
**THE SIERRA NO-RISK GUARANTEE..... 17**  
**WARRANTY..... 18**  
**CREDITS..... 19**



## 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 16.

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

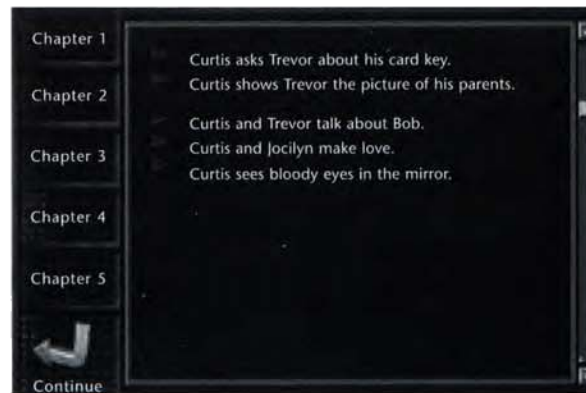
Move your cursor to the lower middle section of the screen. When the inventory window appears, you can click on the inventory item you wish to use. Your game cursor will change into that inventory item until you either use it or by clicking it on the inventory window to return it.



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.



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.*



## **Customer Support**

For the support for all your games bought through GOG.com, please visit our Support page at <http://www.gog.com/support>.

If you're logged in, go directly to "Support" page, where you can see a list of all your Good Old Games, otherwise you can find the game you're looking for through the smart search. Choose the game that you have problem with and see whether the solution isn't already posted.

If not, go to the "Contact us" page, select "Technical issues with games" and hit "Continue" to send us a message describing your problem. Fill all the required fields with proper data - please enter as much details as you can, this will help us solve your problem faster.

All your messages and our replies will appear on your "My Account" page.

## **Software License Agreement**

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ONLINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, INSTALLING, AND/OR USING THE PROGRAM AND ANY SOFTWARE PROGRAMS INCLUDED WITHIN OR, IF YOU ARE DOWNLOADING THIS PROGRAM FROM AN AUTHORIZED ACTIVISION ONLINE RESELLER, BY DOWNLOADING, INSTALLING AND/OR USING THIS PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION PUBLISHING, INC. AND ITS AFFILIATES ("ACTIVISION").

LIMITED USE LICENSE. Subject to the conditions described below, Activision grants you the non-exclusive, non-transferable, limited right and license to install and use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision and, as applicable, Activision's licensors. This Program is licensed, not sold, for your use. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program. This Software License Agreement shall also apply to any patches or updates you may obtain for the Program.

### LICENSE CONDITIONS.

You shall not:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Use this Program, or permit use of this Program, on more than one computer, computer terminal, or workstation at the same time.
- Make copies of this Program or any part thereof, or make copies of the materials accompanying this Program.
- Copy this Program onto a hard drive or other storage device except as specifically permitted herein; you must run this Program from the included CD-ROM or DVD-ROM (although this Program itself may automatically copy a portion of this Program onto your hard drive during installation in order to run more efficiently) unless you are downloading this Program from an authorized Activision online reseller.
- Use the program, or permit use of this Program, in a network, multi-user arrangement or remote access arrangement, including any online use, except as otherwise explicitly provided by this Program.



- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Hack or modify (or attempt to modify or hack) the Program, or create, develop, modify, distribute or use any software programs, in order to gain (or allow others to gain) advantage of this Program in an on-line multiplayer game settings including but not limited to local area network or any other network play or on the internet.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations of the United States government.

**PERMITTED INSTALLATION.** If you are downloading this Program from an authorized Activision online reseller, you may install this Program onto your computer hard drive.

**OWNERSHIP.** All title, ownership rights and intellectual property rights in and to this Program (including but not limited to any patches and updates) and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into this Program) are owned by Activision, affiliates of Activision or Activision's licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

**PROGRAM UTILITIES.** This Program may contain certain design, programming and processing utilities, tools, assets and other resources ("Program Utilities") for use with this Program that allow you to create customized new game levels and other related game materials for personal use in connection with the Program ("New Game Materials"). The use of any Program Utilities is subject to the following additional license restrictions:

- You agree that, as a condition to your using the Program Utilities, you will not use or allow third parties to use the Program Utilities and the New Game Materials created by you for any commercial purposes, including but not limited to selling, renting, leasing, licensing, distributing, or otherwise transferring the ownership of such New Game Materials, whether on a stand alone basis or packaged in combination with the New Game Materials created by others, through any and all distribution channels, including, without limitation, retail sales and on-line electronic distribution. You agree not to solicit, initiate or encourage any proposal or offer from any person or entity to create any New Game Materials for commercial distribution. You agree to promptly inform Activision in writing of any instances of your receipt of any such proposal or offer.
- If you decide to make available the use of the New Game Materials created by you to other gamers, you agree to do so solely without charge.
- New Game Materials shall not contain modifications to any COM, EXE or DLL files or to any other executable Product files.
- New Game Materials may be created only if such New Game Materials can be used exclusively in combination with the retail version of the Program. New Game Materials may not be designed to be used as a stand-alone product.
- New Game Materials must not contain any illegal, obscene or defamatory materials, materials that infringe rights of privacy and publicity of third parties or (without appropriate irrevocable licenses granted specifically for that purpose) any trademarks, copyright-protected works or other properties of third parties.

- All New Game Materials must contain prominent identification at least in any on-line description and with reasonable duration on the opening screen: (a) the name and E-mail address of the New Game Materials' creator(s) and (b) the words "THIS MATERIAL IS NOT MADE OR SUPPORTED BY ACTIVISION."
- All New Game Materials created by you shall be exclusively owned by Activision and/or its licensors as a derivative work (as such term is described under U.S. copyright law) of the Program and Activision and its licensors may use any New Game Materials made publicly available by you for any purpose whatsoever, including but not limited to, for purpose of advertising and promoting the Program.

LIMITED WARRANTY: Excepting patches, updates and any downloaded content, and this Program if you are downloading it from an authorized Activision online reseller, Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

Except with respect to patches, updates, downloaded content and this Program if you download it from an authorized Activision online reseller, please refer to Warranty procedures relating to your country of residence from the lists below. If you download this Program from an authorized Activision online reseller, please refer to your authorized Activision online reseller for warranty information and procedures.

#### **In the U.S.**

When returning merchandise for replacement please send the original product disks only in protective packaging and include:

1. A photocopy of your dated sales receipt
2. Your name and return address, typed or clearly printed
3. A brief note describing the defect, the problem(s) you encountered and the system on which you are running the product
4. If you are returning the product after the 90-day warranty period, but within one year after the date of purchase, please include a check or money order for \$10.00 U.S. per CD replacement or \$15.00 U.S. per DVD replacement.

Note: Certified mail is recommended.

**In the U.S. send to:**

Warranty Replacements  
Activision Publishing, Inc.  
P.O. Box 67713  
Los Angeles, California 90067

**In Europe:**

When returning merchandise for replacement please send the original product disks only in protective packaging and include:

1. A photocopy of your dated sales receipt
2. Your name and return address, typed or clearly printed
3. A brief note describing the defect, the problem(s) you encountered and the system on which you are running the product
4. If you are returning the product after the 90-day warranty period, but within one year after the date of purchase, please include a cheque or money order for £6.00 sterling per CD replacement or £9.00 sterling per DVD replacement.

Note: Certified mail is recommended.

**In Europe send to:**

WARRANTY REPLACEMENTS  
ACTIVISION (UK) Ltd., 3 Roundwood Avenue, Stockley Park, Uxbridge UB11 1AH, United Kingdom.  
Disc Replacement: +44 (0) 870 241 2148

**In Australia:**

For all Warranty replacements, please return to the store of purchase along with your receipt or proof of purchase.

If you are returning the software product after the 90-day warranty period, but within one year after the date of purchase, please contact Activision on 02 9869 0955. **Note: No returns will be issued unless you have contacted Activision first.**

If an Activision representative advises you that your game is valid for a return, please return the original software product disc to:

**In Australia send to:**

**Activision Asia Pacific, Level 5, 51 Rawson St Epping, NSW 2121, Australia** and include:

1. A Photocopy of your dated sales receipt
2. Your name and return address, typed or clearly printed
3. A brief note describing the defect, the problem(s) you encountered and the system on which you are running the software product.
4. Please include a cheque or money order for AUD \$20 per CD or AUD \$25 per DVD replacement (subject to availability).

LIMITATION ON DAMAGES: IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION: Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS: The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision Publishing, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION: Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY: You agree to indemnify, defend and hold Activision, its partners, affiliates, licensors, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS: This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.