

phantasmagoria®

A

PUZZLE

OF

FLESH™

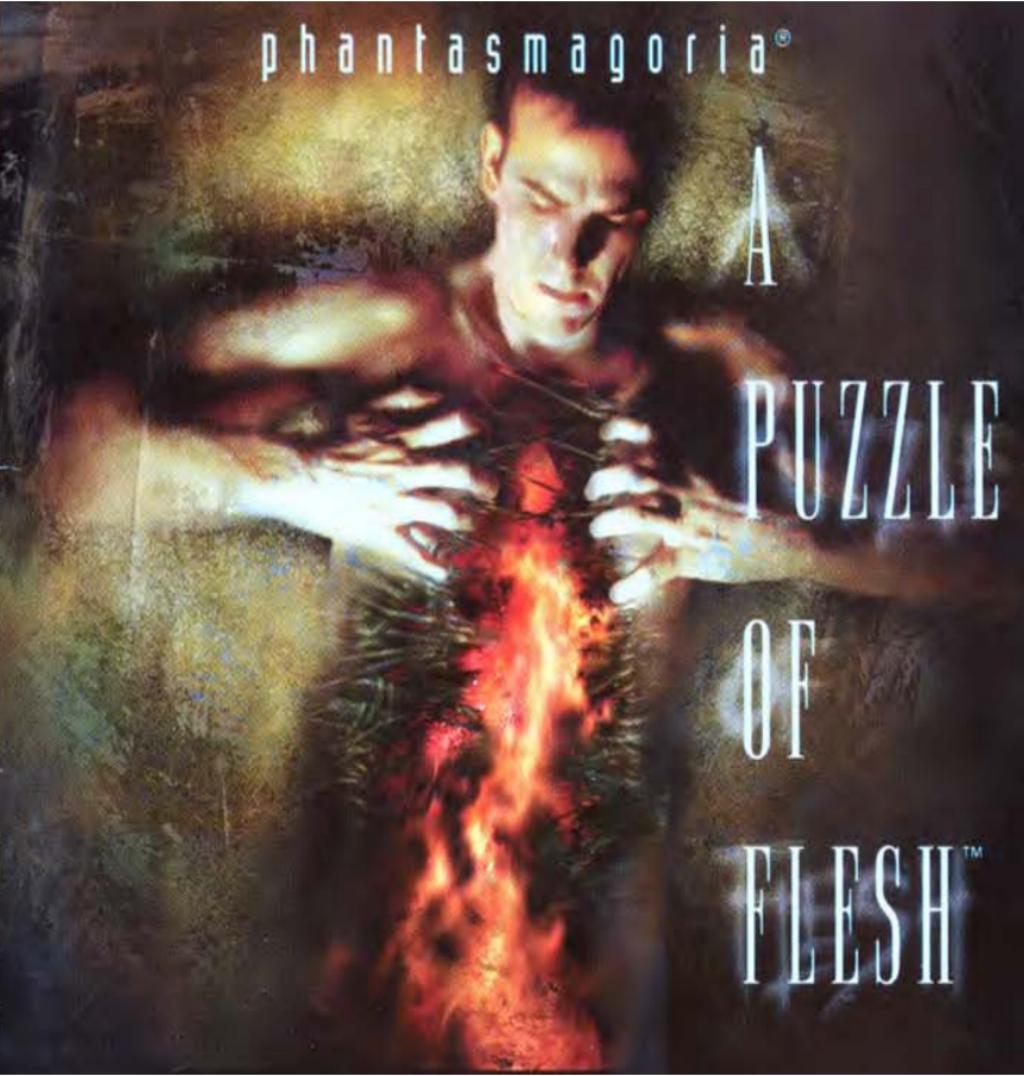
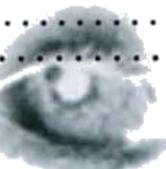


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GAME STRATEGY

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.



Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Continue

Curtis asks Trevor about his card key.
Curtis shows Trevor the picture of his parents.
Curtis and Trevor talk about Bob.
Curtis and Jocilyn make love.
Curtis sees bloody eyes in the mirror.

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.



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